

GAMEPRO

#1 VIDEO GAME MAGAZINE

MORTAL KOMBAT!

Awesome fighting action for Genesis, Super Nintendo, Game Gear, and Game Boy!

Arcade Mode Code!

FREE Special Section!
STREET FIGHTER II TURBO!!

Master the new
Combos and Moves!

16 Pgs
BIG!

36 ProReviews
Genesis— Jurassic Park • Bill Walsh
College Football • Rocket Knight Adventures
SNES— World Heroes • Super Bomberman
Win! • Contra • Star: The Secret Missions
Sega 3D— Romance • Aleste
NES— Kirby! • Adventure • Jurassic Park
Neo-Geo— Wolfenstein • Heroes 2
Game Gear— Tom and Jerry

SF II Champion Edition
For the PC Engine! Pg. 92

SNEAK PREVIEWS:

- Mega Man X Super NES
- Mega Man 6 NES
- Art of Fighting Super NES

SLAM MASTERS!
Championship Arcade Techniques!



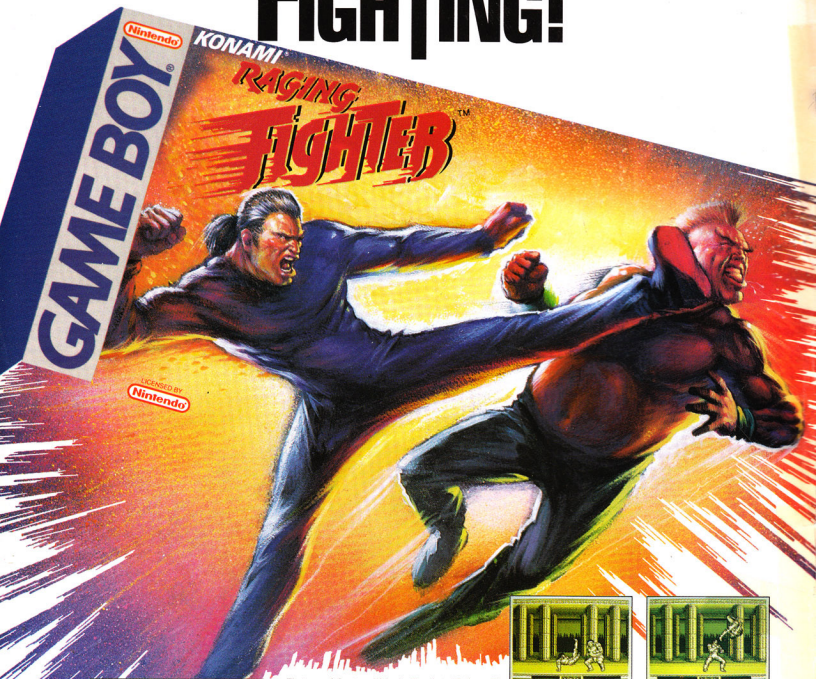
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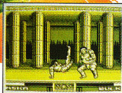
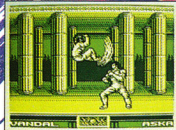
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HIT THE STREETS FIGHTING!



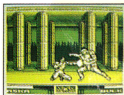
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Enter the Omega League of 7 full size, screen dominating fighters each with 20-40 attack moves including specialized assaults. Use these awesome arsenals of physical brute force to wail on computer controlled foes in the practice mode. Pulverize your opponents in a single elimination pain event. Or vie for the title of Mightiest Mortal in the bone crushing tournament.

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ENTERTAINMENT SYSTEM

BECAUSE LOSING SUCKS



SUPER ADVANTAGE.

That "it's not whether you win or lose, it's how you play the game" stuff is a bunch of garbage.

That's why we've got two ways to keep you winning: the



The ASCII Pad.
Devastation in the palm of your hand.

Super Advantage and ASCII Pad,™ both for the Super NES.® They've got the kind of enhancements you need for today's fiercest games—features like TURBO-FIRE (up to 32 shots

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it's no wonder they're the #1 enhanced

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IT'S HOW TO WIN.



IT'S THE THING THE

THE NEW **asciiPad SG-6™** AND **Fighter Stick SG-6™**

Introducing the new asciiPad SG-6™ and Fighter Stick SG-6™ for your Sega Genesis®. Next to the power cord, they're about the most important things you can plug into your system.

That's because we've basically redesigned our new controllers from

ASCIIWARE™

the plug up. They're contoured to fit your hand like your favorite baseball glove. And tough enough to last through more than a few street fights. While we're talkin' about street fights, check out the six fire buttons. Yeah, that's right, six buttons—just what you need for the hot new wave of Sega six-

button games (SG-6's kick butt on regular three-button games, too). Crank in features like Turbo Fire, Auto Turbo and Slow Mo, and you've got enough firepower in your hands to send your opponents into orbit. And since there's

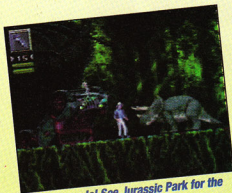
none of that wimpy programmable stuff, you'll be able to take 'em over to your friend's house without getting called a cheat. So keep your eyes open for the new asciiPad SG-6 and Fighter Stick SG-6. They're hot, they're new—and hey, they're already a hit.

IT'S HOW TO WIN.

BIGGEST TO HIT SEGA.



C O N T E N T S



Dinosaurs rule! See Jurassic Park for the Genesis on page 26.



Be an impossible 'possum with Rocket Knight Adventures for the Genesis. See page 28.



Killer Kombat! Check out Mortal Kombat for the SNES on page 52.

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The Genesis gets a telecommunications edge - The Edge 161

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Look out World Warriors! Mortal Kombat is set to rack up some Fatal Moves on the Genesis, Super NES, Game Gear, and Game Boy.

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The P.C. Engine comes out swinging with Street Fighter II Champion Edition.

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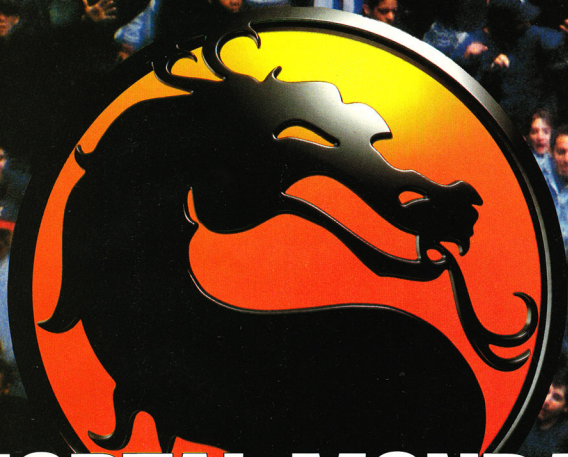
Bill Walsh College Football (C), Super High Impact (SN), and NFL Football (SN). Plus, an exclusive interview with Coach Bill Walsh and Sports Insider's face-off with hockey games!

112 GamePro Lab Report

An 8-bit NES hand-held, virtual reality goggles, and multi-player adapters for the SNES and the Genesis.

Volume 5, #9, September issue. **GAMEPRO** (ISSN 1042-8856) is published monthly for \$24.95 per year by Information World, Inc., 961 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404. An IDG Company. The World's #1 Leader In Information Services On Information Technology. For subscription problems only, (303) 786-7459. Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P. O. Box 55527, Boulder, CO 80322-5527. **Change of Address:** Please send old label and new address to GAMEPRO, P. O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian orders must be pre-paid in U.S. dollars on a U.S. bank and must include \$20/year additional postage.**

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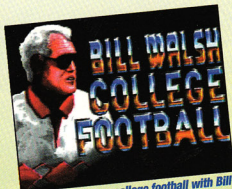
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SEPTEMBER 13**

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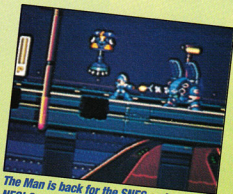
AKKlaim[™]

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C O N T E N T S



Tackle four-player college football with Bill Walsh! See page 96.



The Man is back for the SNES and the NES! See page 82.

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A quick look at some hot games!

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Secret weapons and tactics from the GamePros.

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All the video game news that's fit to print.

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THE SECRET TO SUCCESSFUL COMBINATIONS

By [Author Name]

There are three major parts to an awesome "fight, throw, kick, and hit" combo. You can do the first two, but you need the third to make it work. The third is the "secret" to the combination. It's the "secret" that makes the combination work. The "secret" is the "secret" that makes the combination work. The "secret" is the "secret" that makes the combination work.

LEGEND

Easy to Execute
Hard to Execute
Advanced

Street Fighter II Turbo

Blanka

NEW PROTEGES

OLD MOVIES

PLUS: 16 Pages of Street Fighter II Turbo Fighting Pro-Strategy Guide!

GAMEPRO PROSTRATEGY GUIDE

#1 & 2 STREET FIGHTER II TURBO

16 Pages of Street Fighter II Turbo Fighting Pro-Strategy Guide!

PLUS: The Secret to Successful Combos and the Rest of the World Warriors appear next month.

Refine your Street Fighter II Turbo fighting technique! Here's an awesome 16-page Pro-Strategy Guide for all the new moves and combos straight from the Street Fighter 'Pros at Capcom. Blanka, Chun Li, E. Honda, Dhalsim, Balrog, and Vega appear this issue. The rest of the World Warriors appear next month.

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

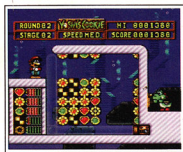
YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

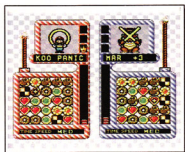
As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

It's a heapin'
helpin' of cookie
crunchin' fun!



Challenge a friend or the
computer for more
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 👤 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🌀 Extra puzzle game from the creator of Tetris.

It's a snack attack!

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Redmond, Washington 98052



Game Ratings: An Idea Whose Time Has Come?

GAMEPRO

Letter from the GamePros

Thanks to Sega of America, a video game-rating system is in place. Sega took the lead last summer and stepped into the forefront with a tough call. At the time, Sega's video game-rating system posed some controversial questions for game developers and consumers alike, which ranged from enforcement to First Amendment rights. Here are a few answers that have come to light.

Who sets the standards by which games are rated?

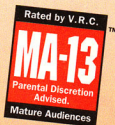
Sega has organized the Video Game Rating System Council. This panel of people from outside the company will rate each game produced by Sega and its third-party licensees. The panel will also have input from consumer focus groups and other industry representatives. At press time, the group's membership list was not yet available.

After an evaluation, the Video Game Rating System Council will determine the rating for each game. Focusing on age appropriateness for young, teenage, and adult audiences, the review process will address the three following areas: the basic premise and rules of the game play, graphic depictions of the characters and background scenes, and the audio content of the game.

Will all games receive a rating?

Ratings will appear on all Genesis, Sega CD, and Game Gear games from Sega and its licensees. In fact, Sega's guidelines to third-party companies indicate that the Sega Rating logo MUST be used. Plans still call for three ratings classifications: "GA" for general audiences, "MA-13" for mature audiences (parental discretion advised), and "MA-17" for adults (not appropriate for minors).

Sega predicts that 95 percent of its games will receive a GA rating, leaving very few games subject to the tougher ratings. Splatterhouse 3 by Namco and



"Sega predicts that 95 percent of its games will receive a GA rating."

Mortal Kombat by Acclaim have received MA-13 ratings. Currently, Sega has no games that fall into the MA-17 category.

What are the criteria that separate an MA-13 game from an MA-17 game?


Sega currently has no plans to publish guidelines for its third-party licensees. They prefer to leave content calls to the "good judgment" of game developers. Game rating will occur at the time that a company submits a game for its usual Sega approval process.

Will storekeepers have to check I.D.s before selling a game?

Questions about "enforcing" the ratings are natural, but enforcement appears never to have been in Sega's plans. The rating system is only meant to provide additional information that parents can use to buy a game that's appropriate for their children. In fact, according to Sega, feedback from retailers has been favorable, since the ratings will help answer many questions parents have about the contents of games.

When Sega first announced its ratings system, red flags and a big chill shot through the video game industry. Now, it appears that Sega's merely seeking a reasonable way for gamers and non-gamers alike to buy carts that are appropriate for them.

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“THIS IS A KILLER PAD”



“TOTALLY”

“HELP ME SCARE THE EVIL, GREEDY SARDINIS OUT OF THEIR FOUR BIG MANSIONS BY TURNING EVERYDAY HOUSEHOLD OBJECTS INTO SOMETHING SCARY, FUNNY, OR JUST PLAIN SUPER-GROSS. OR USE MY FIVE SPECIAL SPELLS TO REALLY SEND THEM SHRIEKING. BUT HURRY, BECAUSE MY ECTOPLASM'S ALMOST RUNNING OUT.”



TURN A DARTBOARD INTO A BLEEDING
EYEBALL AND MAKE VITO JUMP!



POSSESS MIMI TO FREAK OUT HER
REPULSIVE RELATIVES!



HAUNTING
STARRING POITERGUY™

16
MEG



ELECTRONIC ARTS

Actual screen from Sega Genesis version. Haunting
Starring Poiterguy™ is a trademark of Electronic Arts.
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THE MAIL

Game Over

We are thoroughly appalled at the endings of some video games. Consumers pay \$55 for a good game, then play for days to beat it. In the end, though, it's all for nothing, just an extremely lame ending that says something like, "Congratulations," or "Try a harder level." A good example of this is T2 for the Genesis: Virgin put more effort into the credits than the ending. Why doesn't *GamePro* rate endings? You don't have to give them away, just evaluate them. It would help people make good purchases.

Ryan Jones, Mike Werner,
Temecula, CA

(Isn't the game the main attraction, not what happens once it's over? What do you GamePros think? Do you expect a big payoff at the end of a game, or is it enough just to know that you've won?)



Violence in Games – The Readers Speak Out

I understand that some games are too violent for some parents. Those parents shouldn't buy violent games for their kids. If those parents can't take the heat, they should stay out of the kitchen.

Olan Yancy, Chester, PA

I'm 15 and I've read tons of articles on violence in video games and can understand why parents get upset. However, I think that the violence prepares kids for real life. Violence is part of our everyday lives, and there's no avoiding it.

Allen Davidson, Wilton, NH

Why don't all these parents get off our backs about the violence in games? Next thing you know, Super Mario Bros. will be censored for crushing small creatures.

Wesley Reiser, Vineland, NJ

I was dismayed at Sega's decision to rate their games based on how violent they are. I see more violence on the six o'clock news.

Chauncey Greer, Jr.
San Francisco, CA

(To get our position on violence in games, check out the August and September Letters from the GamePros. – Brother Buzz)



Tech Talk

Will there ever be a Game Genie for the Game Gear?

Jonathan Law, Fairfield, CA

(Galoo, maker of the Game Genie, is working on it. Keep an eye on October's GamePro Lab Report for an announcement – Scary Larry)



What is a Pro Action Replay?

Jason Schulze, Baltimore, MD

(The Pro Action Replay is a game-beating gadget that enables you to "cheat" your way to victory. Using the P.A.R., you can create special codes that enable you to play a game and have more advantages than the game designers intended. For details on similar hardware helpers, see page

14 of our June '92 issue, and the GamePro Lab Report, August '93. – Lab Rat)



When playing Street Fighter II, can I use a Pro Action Replay and a Game Genie at the same time?

Roger Schlagel, Lansing, IL

(Yes and no. The game still plays, but in our lab we could only get the Game Genie codes to kick in, and that was only when the P.A.R. was on the bottom. We got good results on some Genesis games, though, and used P.A.R. codes and Game Genie codes simultaneously. We suggest you experiment with different games and different codes. – Data Carvey)



Is there a joystick that's compatible with the Genesis and the SNES?

David Wilson, Lynchburg, VA

(The Competition Pro Joystick by Naki features a dual-ended plug that can be used on both systems. See the GamePro Lab Report, August '93, to get the jump on joysticks. – Slo Mo)



Are discs for Sega's Mega CD and the Sega CD compatible with each other?

Blake Potts, Cullman, AL

(Nope. However, there is a \$50 mail-order converter made by Datal [the same British folks who brought you the Pro Action Replay] that enables you to play the same disc on both systems. – The Unknown Gamer)



Arcade Arcana

What's the difference between the Neo-Geo Gold and Silver systems?

Jeremy Beauregard
Ottawa, Canada

(About a hundred bucks. The gold (\$500-\$600) has two joysticks, the silver only one,

GameProse and Poetry Department

Video games, oh video games, I love them all you know it's true.

Video games, oh video games, I love them all, why don't you?

Super Nintendo, Sega Genesis, heck they're all the same.

Then mom comes in, opens her mouth, and says, "It's only a game."

Daniel Bolin, Garland, TX

Sonic 2 is the game to play,

When Sonic spins, get out of his way.

Tails is his friend who always follows,

One thing's sure, their heads aren't hollow.

Dr. Robotnik is the real bad guy,

At the end of a level he likes to fly.

During a level Sonic gathers his rings.

The Wing Fortress Zone doesn't really have wings.

The Aquatic Ruin Zone is full of water,

Here make sure that you don't falter.

Casino Night Zone, you play some games,

You'll know how Sonic got his fame.

Joe Salyer, Howard, OH

though SNK no longer sells the silver system. - **Frequent Flyer**



Where can I buy an arcade machine? Do arcades sell them?

Andrew Petrilli, Herndon, VA

(See *Replay Magazine* [818-347-3820], which sells new and used arcade boards and kits. Also, if there's an arcade in your area going out of business, check with the owner. They'll usually sell off their used machines. - **Boss Music**)



Coming Soon?

Will there be a Game Boy version of Street Fighter II?

Miguel Velasquez
White Plains, NY

(Anything's possible, although it took 16 whopping megs to produce the SNES version. Most Game Boy games are under two megs. Even a four-meg SFII is a pretty scary thought! - **Slasher Quan**)



Snippets

Will there be a new Joe Montana game for the Game Gear?

Derek Pittman, Inglewood, CA

(Probably not. See our July '93 ProNews for more on Montana's future in video games. - **The Tummynator**)

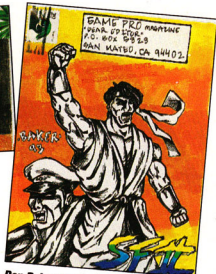


Great Reader Art!

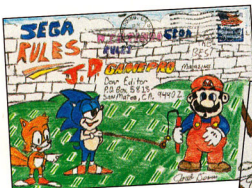
Here's a selection of this month's best. Keep sending them - envelopes or art - and we'll print 'em. The Envelope of the Month earns the artist a *GamePro* Super Shirt.



Envelope of the Month: Stephen Galgas, Parma, OH



Don Baker, W. Covina, CA



Jared Dennis, Redding, CA



Devon Lawrence, Hampton, VA

In your May '93 issue you showed Street Fighter II for the Genesis. Does the six-button controller come with the game? Blaine Baker, La Mirada, CA

(Nope. This helpful unit is available in stores now, though and only costs \$19.99. - **Hack 'n' Slash**)



Why don't you have more secret codes, maybe even an issue full of nothing but codes?

Andrew Voight, Shiocton, WI

(We do have issues full of nothing but codes. They're called SWATPro, and they

come out every two months. Look for subscription information in *GamePro*. We also produce special tips books, which can be ordered separately from *GamePro*. See pg. 140 - **The Cyber Punk**)



GamePro's Game Rating System

GamePro's Game Rating System										Challenge
1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.0	BEG: Beginner INT: Intermediate ADV: Advanced EXP: Expert ADJ: Adjustable

Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine

Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Thanks for your help!





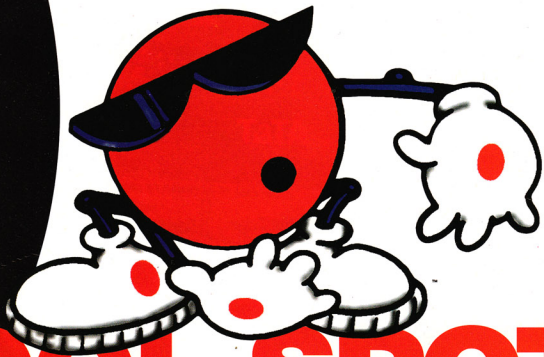
Bulls

YOU'VE HIT IT!

-eye

This year's coolest, craziest, funnest, loudest
Sega™ Genesis™ smash COOL SPOT is now
available for the Super NES.®

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COOL SPOT

coming soon for Sega Game Gear™



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THE CUTTING EDGE



By The Whizz

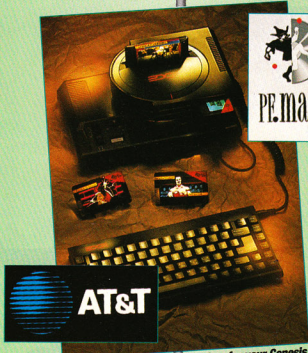
Next year, if you get a busy signal when you call a friend, you could be in for a long wait. **AT&T, Sega of America, and P.F. Magic** have teamed up to produce a new Genesis communications device - **The Edge 16**. With it, the trio plans to make multi-person video game play possible over regular telephone lines and make your favorite video game characters truly portable. The hardware is the result of a collaborative effort by AT&T, which operates the world's largest communications network, and P.F. Magic Inc., a San Francisco, California-based interactive entertainment company. The Edge 16 is slated for a Summer '94 release, and it's got enough promise to keep you on hold until then.

A Genesis Modem

The Edge 16 is basically a 4800 baud modem that will plug directly into the top of your Genesis. Game cartridges then slide into the top of The Edge 16.

As a telecommunications device, The Edge 16 operates like a standard personal com-

puter modem, which hooks up to a regular telephone line. In fact, the box will also feature a keyboard slot so that it can connect with any IBM AT-style keyboard, and AT&T will develop Edge 16 communications software.



The Edge 16 - A Modem for your Genesis.

Gaming on the Edge

The Edge 16 opens up some interesting game-play possibilities. Modem compatibility could easily be programmed into any new Genesis cart, and Edge 16-compatible versions of existing games could be created to offer their fans new challenges. With Genesis games designed for Edge 16-supported telephone tag, two gamers (or more) can face off in long-distance video gaming in real-time. Moreover, The Edge 16 will support AT&T's Simultaneous Voice Data protocol, which means players will be able to speak to one another over the telephone while they play.

A Better Genesis

Beyond the telephone connection, however, The Edge 16 will customize the Genesis. The unit comes packed with 128K RAM, which can beef up the Genesis's current 64K of memory. The extra RAM won't do much for existing games, but it'll be there for any game developer who wants to take advantage of it.



existing games. You might even be able to take characters you've created and play them in new games, like personal computer gamers are sometimes able to do. How about new teams or updated annual statistics for sports games, additional levels for shoot-em-ups? Sega, Electronic Arts, Tengen, MicroProse, and GameTek are already on-line as Edge 16 game developers.

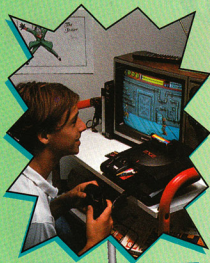
Long-Distance Gaming

The Edge 16 promises to add a fascinating long-distance twist to Genesis video games. Sega didn't tell many gamers about its obscure Tele-modem, but The Edge 16 could be the device to open new lines of Genesis communications. **G**

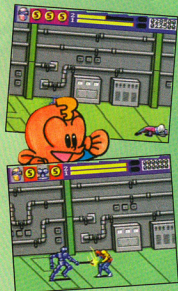
Card Tricks

The Edge 16 also houses four slots for custom game-enhancement cards that really give the Edge an "edge." The cards are about the size of a credit card, and they contain the equivalent of 4K of read/write RAM and 32K to 128K of ROM. Basically, this means you'll be able to store enough specific game data to make it portable. For example, players who enjoy role-playing games will be able to store a complete character or the game stats on a card and then share them with a friend.

Using the cards, game developers will be able to sell new characters, new weapons, and new game scenarios for



Dial up your competition with The Edge 16.



Someday you'll be able to carry your characters with you.

BATTLE *with the* BEST!



Can you withstand the devastating power of Shnouzer's THUNDER CLAW?



Can your wicked twin blades defeat the evil Lord Autarch?

Can you master the searing "Arc Blast" technique?



Will you become the Master of the Realm?

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Coming soon . . .



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THE BASICS



GRAB:

Push the joystick toward the opponent and press Attack. After a Grab, be prepared to quickly execute your next move.

SHAKE OUTS AND REVERSALS:

To Shake Out of Grabs or Pins, rapidly shake the joystick and push all the buttons like crazy! Sometimes this wild button-pressing creates a Reversal, giving you the advantage.

HAIR LIFTS:

When your opponent's down, stand near his head and press Attack to give him an uplifting experience.

FLIP PINS:

If an opponent is lying face down, you must press Pin to flip him over, and then press Pin again to actually Pin him.

SLAMS & THROWS:

Once you Grab an opponent, use your Slam Master's Throw and Slam moves. Different Slams and Throws occur from front or back Grabs.

DASH ATTACKS:

Double tap the joystick left or right to Dash at an opponent, then be prepared to execute your favorite attack.

SPECIAL PINS & GIVE-UP HOLDS:

You can pull these winning secret moves after you Grab an opponent. They're so secret, though, that even the Pros at Capcom U.S.A. are still trying to verify them all!

GET PUMPED:

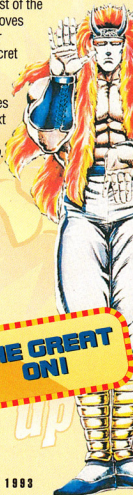
Sometimes you get Pumped Up to pull a fantastic Reversal or a devastating power Attack. This periodic power-up can occur when you're getting beaten up, after you've pulled a certain sequence of moves, or when the crowd is jacked up behind you! Each character gets pumped differently.

By James & Dave

If you think professional wrestling is for simpletons, slide a token into Slam Masters by

Capcom! This 10-character wrestling game is packed with intricate mat moves that you'll have to uncover à la Street Fighter II. (You can even Dizzy opponents.) Each character has their own unique move, which you can pull off by using the game's three buttons (Attack, Jump, and Pin), and an eight-position joystick. You can even combine the controls to pull off intricate and nasty body techniques.

To get you started, here are some basic but killer moves for seven of the Slam Master fighters - The Great Oni, Mike Haggard of Final Fight fame, Gunlock, Titan, King Rasta "Mon," El Stingray, and Jumbo "Flap" Jack. Look for the rest of the pack's moves and other super-secret Slam Master techniques in the next issue of GamePro.



THE GREAT ONI

707
#1748
ARCADES

SPECIAL FEATURE

SLAM

Turnbuckle Kick



Grab your opponent and toss him toward the turnbuckle. Now Dash directly behind him. Once your opponent hits the turnbuckle, keep running toward him. On contact, press Up and Attack simultaneously. Oni will then devastate his opponent with a deadly kick!

MASTERS

ring, wait until he gets close to the ropes to Dash him. Just before you reach the ropes, continue to Dash and simultaneously press Attack to pull a deadly slide that'll knock your opponent down behind the ropes!

Downed by the Ropes



If an opponent is giving you problems and you're near the ropes, grab him and toss him against the ropes. As he bounces back, hit Attack and Jump simultaneously to bring him to his knees!

Slide for Home! (Single Match Only)



If your opponent decides to get sneaky and hops out of the

ring, wait until he gets close to the ropes to Dash him. Just before you reach the ropes, continue to Dash and simultaneously press Attack to pull a deadly slide that'll knock your opponent down behind the ropes!

Ring Some Neck!



Oni's deadly Spinning Neck Wrecker is a surefire victory move. Grab your opponent, move the joystick in a 360-degree circle, then hit both the Attack and Jump buttons simultaneously.

Faster than Lightning



Oni's Dashing Flying Attack is a very effective knockdown technique. Dash toward your oppo-

MIKE HAGGAR



Turn-buckle Smash, Spinning Clothesline!



If your opponent is getting weak and you're near a turnbuckle, Grab him and slam him into the 'buckle. Then, before he can recover, hit both Attack and Jump to knock him down with a Spinning Clothesline hit!

On the Defense





Rhythm can be everything. If your opponent is beating you to the Grab, switch to a defensive style of play. Wait for him to begin an Attack. Then, as he's coming into you immediately counter with an Attack of your own! Remember that a close opponent can use an unstoppable Dashing Attack, so be sure to keep your distance.

Down and Out



If an opponent has you cornered near the ropes, Grab him and press Up and Attack simultaneously to toss him over your head toward the ropes. Now he should be lying face down near the ropes with his head toward you. Pick him up by his hair to execute the special technique of your choice!

The Deep Kick off the Ropes



Score a deep kick into your opponent by flinging him against the ropes, then coax him toward the center of the ring. Now Grab him and Throw him toward the ropes. Quickly Dash toward him and Jump to end up dropping just short of the ropes. As you descend, press the Attack button. Your foe will just be springing back from the ropes...and into your foot!

SPECIAL TECHNIQUE

The Spinning Clothesline



If your opponent crowds you, he's history! Hit both Attack and Jump simultaneously to knock him down with a devastating Spinning Clothesline.

SPECIAL TECHNIQUE

Spinning Pile Driver

Once you've Grabbed your opponent, you can take him for a ride. Execute Haggar's Spinning Pile Driver by rotating the joystick 360 degrees, then press Attack and Jump simultaneously.



GUNLOCK

SPECIAL TECHNIQUE

Stand Back with Weapons



When you pick up a weapon, be sure to get away from your opponent or you'll be clobbered. From a safe distance, you can either throw what you're holding or wait until your opponent is within striking range. If an opponent is lying on the mat and Haggar wants to use a weapon to score, he must throw the weapon at the downed foe.



Ropes of Death



If you're near the ropes, Grab your opponent and toss him into the ropes. Quickly Charge up your Sonic Fist by rapidly jarring Attack. When your foe rebounds, let him have it! Practice this technique. It's an easy way to Dizzy an enemy.

Ringside Roundhouse



If your opponent gets sly and jumps out of the ring, he's actually setting himself up for a crushing Attack. Stalk him by moving close to the ropes, then pressing Jump, Attack, and Down.

gainst th

The Double Smack Dizzy

When your opponent is Dizzy, move in close and press the Attack button. While you're punching him, execute Titan's Spinning Trip to score twin hits!



The Titan Breaker



To execute Titan's Titan Breaker technique, Grab your opponent and press Down-Back, Down, Up, and Attack. Your opponent will come down with a crack!



TITAN



**KING RASTA
"MON"**

Jump a Dash



Rasta has an easy move to offset a Dashing Attack. When your opponent charges in with his Attack, Jump back and hit your Attack button on the way down to hit your foe off guard.

Rasta's Jungle Fever



Jungle Fever cuts down your opponent's life bar. Toss him

into the ropes and rapidly press the Attack button. This is a great corner trap.

The Dread Lock Drop



Take your opponent on a high flight with Rasta's Dread Lock Drop. Grab your opponent, press Down, Up, and Attack to take 'em on a flight he'll never forget!

Get Rude with Rasta!



Any time you feel like you're getting pressed by your opponent, try Rasta's Lick-and-Bite Attack! Remember, you can always come back for seconds!



EL STRINGRAY

Go Head First



Plo through your opponents with Stinger's Dashing Head Butt. Dash toward your opponent and press Jump and Attack simultaneously. They won't know what hit 'em'!



JUMBO "FLAP" JACK

Grilled by the Jalapeno Comet



If you're near the ropes, Grab your opponent and toss him into them. As he slams against the ropes, use Stingray's Jalapeno Comet by pressing Down, Down-Toward, Toward, and Attack. This is a sure hit!

A Two-for-One Deal



In Team Battle Royal Mode, use your Pancake Poison Attack when you have an opponent on both sides of you! To spray Poison, press Back, Back-Down, Down, Down-Forward, Forward, and Attack.



**WHEN CONFRONTED
WITH DANGER
OPOSSUMS WILL OFTEN
PLAY DEAD...**

THIS ONE GOES



Order your official Sparkster™ T-shirt. Details inside.



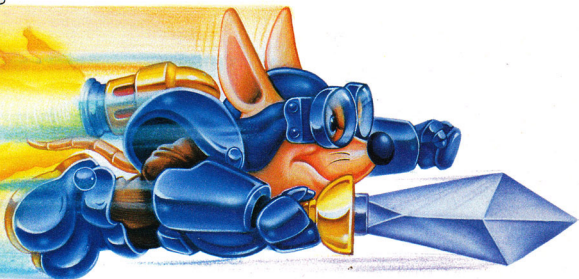
It's Sparkster™ the Rocket Knight, the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures™** for Sega™ Genesis™. And he's got pumped up personality, warp speed and quick wits.



Konami Game Hint and Tip Line: 1-800-896-HINT (4468), 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Rocket Knight Adventures™ is a trademark of Konami (America) Inc. © Sparkster is an official Konami character and all rights are reserved. Konami is a registered trademark of Konami Co. Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.



BALLISTIC.



Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.



You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.



That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.

KONAMI®

GENESIS PROREVIEW



By Lawrence of Arcadia

Jurassic Park isn't the first hit movie to be translated into a great game (Terminator 2: The Arcade Game and Super Star Wars come to mind), but this Genesis cart certainly ranks among the best movie-to-video portovers. If you haven't seen the movie, rush out and do it now. Then, you'll be able to fully appreciate this awesome game!



PROTIP: At the end of the forest caverns, leap down from these rocks and you'll see a Brachiosaurus who'll offer a little support.

Man or Beast?

Jurassic Park is a single-player action/adventure game that offers you the choice of being the hunted or the hunter. You can play as Dr. Alan Grant, a paleontologist who's been invited to tour Jurassic Park—a

prehistoric theme park environment constructed on a Costa Rican island, or you can play as a vicious Raptor, one of the Park's cloned predatory dinosaurs that's famed for its speed and bloodthirsty intellect. Either way, you'd better strap yourself in for a wild ride.

Tyrannosaurus Wrecks

If you play as Dr. Grant, you've got a prehistoric problem. The dinosaurs are on the loose in the park and some of them are very hungry! To restore order, you must run and gun through eight stages of menacing prehistoric action through a forest, into a dinosaur-infested Power Station, down a river on a Raft, inside a Volcano, and other places.



PROTIP: Take on the Power Station's fences, but time your climb. Watch carefully for little bolts of electricity that jump from link to link.



PROTIP: You'll discover a small alcove just to the right of these rocks. Jump up and blast the splitting dinosaur, then grab the Gas Can and row the Raft to the far right. Turn the Raft left as soon as it drops down one waterfall.

To help you battle the carnivorous dinosaurs, you'll find weapons that inflict a range of damage from stun to outright slaughter. You get Sleeping Gas Bombs, mild and heavy Tranquilizer Darts, an Electrical Shock Gun, and more. Part of the game's strategy requires that you discover what degree of damage each weapon inflicts, and that you stay properly armed.



PROTIP: Push the wheel at the bottom of the Pump Station, but hang back. The wheel will roll down the ledge and then return. If it touches you, it will squash you flatter than a fossil.

If you play as the Raptor, then survival is the name of the game. You must avoid hunters who are trying to track you down, while you fend off other dinosaurs. You can jump incredibly high, and your formidable claws make the most effective defensive weapons since Press-On Nails. To maintain your stamina, you'll find meat to eat, or you can snack on something (or someone) below you on the food chain.

Evolutionary War

Whether you play as Grant or the Raptor, you encounter a gang of prehistoric foes. Small (but lethal) dinosaurs attack you in packs, Spitters splatter you with poison, and the fearsome Tyrannosaurus rex puts a major bite on you. If you're Grant, though, you meet helpful beasts as well, including a Triceratops that provides a needed foothold and a Brachiosaurus that offers you a leg (or a neck) up.

Jurassic Park isn't just your regular thumb-pumping action game. With either character, you've got to make some smart moves if you want to keep your butt from becoming extinct. You must figure out how to open hatches, climb electrical fences, move boxes, and solve puzzles.



PROTIP: Use red Tranquilizer Darts to down the dinosaurs in the Stage 5's canyon. Using any other weapon is too time-consuming.

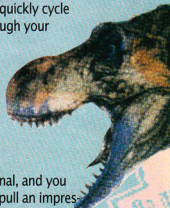
Park Highlights

Jurassic Park's packed with great features. The controls are generally crisp and clean. As Grant, you can quickly cycle through your

arsenal, and you can pull an impressive number of moves, including climbing hand-over-hand across vines.

However, you'll drown in your own tears as you try to guide your raft down the waterfalls.

Sega also pulled out all the stops when it came to the artwork in this game. This game's graphics are just as spectacular as the special effects in the movie. With its lush forest backgrounds and colorful, quick enemies, it closely resembles Flashback's great scenery. Dr. Grant's moves are



Genesis Game Profile

Jurassic Park

(By Sega)

Dinosaurs, danger, and doctors of paleontology. Sound a little dusty? How about vicious, flesh-ripping prehistoric monsters and nonstop, gut-wrenching action? That's what you'll get when you play in this Park!

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	3.0	INT.

\$54.99
Available now
Action/Adventure

One player
Passwords

fluid, even similar to the movements of Conrad Hart. Every dinosaur features completely animated movements, as well. You'll feel like you're seeing digitized images of the real things! The T. Rex is so big that only its head fits on the screen.



PROTIP: You can hang from the stalactites in the Volcano. Make your way carefully down the left-hand side of the screen, then cross to the right when you see the molten lava. You'll blow past this stage in no time.



PROTIP: Hanging from the ceiling in the Visitor Center isn't such a great idea, since Raptors can jump almost to the ceiling.

Surprisingly, Sega was able to find enough memory to create great sounds, too. The music, some of which comes directly from the movie, is eerie and evocative, although its repetitiveness does get tiresome after a few hours of game play. As for the sound

effects, the dinosaurs have unique screeches, and the Tyrannosaurus's roar curdles your blood. Add the slick sounds of rushing water, blaring alarms, and falling rocks, and you've got a feast for the ears as well as the eyes.



PROTIP: Red Stun Bombs keep T. Rex out of your face for a while. The stun effect wears off, though, and you don't want to be around when it does.



PROTIP: If you play as a Raptor, you can make huge leaps and still be assured a landing spot. When going against other dinosaurs, leap and land on them with your razor-sharp claws.



PROTIP: Crouch and hit the B button and your Raptor will do a mini-leap to the place you want to be.

JURASSIC PARK™

TM & © 1994 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

However, don't think that the graphic beauty, groovin' sounds, and great game play come cheaply. This cart is hard, and younger gamers may need a hand with the problem solving.

Go Play in the Park

Jurassic Park won't disappoint you, even if you haven't seen the movie. Standing alone as a side-scroller, it's action-packed and fun for hours on end. This

game even features the rafting sequence from the book, which was originally cut from the movie. So, you're getting a treat that moviegoers missed!

Can a video game be as popular as the blockbuster it's based on? This game will find out! **[E]**

GENESIS PRO REVIEW



By Slo Mo

The peaceful opossum people of Zebulos have a major pig problem. A nasty race of porkers is out to snatch a legendary, world-killing spacecraft and create a galactic pigsty. It's up to Sparkster, a champion among the valiant Rocket Knights, to fire up a pork barbecue. But shades of Star Wars, his powerful nemesis is Axle Gear, a fellow Rocket Knight who's succumbed to the Dark Side.

A 'Possum with a Purpose

Rocket Knight Adventures is an energetic action/adventure game that rockets you into a feudal outer space fantasy world. If you think the story line is all over the map, wait until you meet the fast-flying Sparkster (part Jedi Knight, part Rocketeer). The side-view, multi-scrolling hack-n-slash game blasts across seven stages.

You race over land, stroke under sea, and burn through the skies of Zebulos.



PROTIP: Slow down on Stage 5's antiaircraft shells to make them easier to dodge. Continuously fire your Fire Blasts as the large shells rocket up to intercept you.

ical drones keep you on your toes, but the wicked war machines and the giant robot mid-level bosses and end bosses can fry you with regularity.



PROTIP: In Stage 1, the Water Dragon's head is his only vulnerable spot.



PROTIP: When you meet the Stage 3 Crab Machine, get its claws first, then go for its control dome.

Just as deadly is the game's gauntlet of cunning traps and obstacles. You must outmaneuver such things as ebbing and flowing lava, wicked fire blasts, a deadly shower of antiaircraft shells, and more.

Rocket Knight dishes out a decent challenge within its three skill levels. "Hard" will give pros a good workout. Unfortunately, the ending is the same no matter what level you play.



PROTIP: At the beginning of Stage 4, stand underneath the second porthole and knock the air pirate's red bombs back at him.



ROCKET KNIGHT ADVENTURES

Genesis Game ProFile
Rocket Knight Adventures
(By Konami)

Konami scores again. Rocket Knight should satisfy most tastes for hacking, slashing, and adventure. However, hard-core action fans, be forewarned: This game looks cute!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	ADJ.

Price unavailable
Available August

Action/adventure
One player

This single-player game is part sword fight, part aerial shoot-em-up. Depending on the stage, you either cut a swath through the bad guys on land, or try to outgun them as you soar.



Chauvinist Pigs

Better loosen up your fingers, 'cause it's chop-till-you-drop time! The pugnacious Pigs put on a persistent 'possum-pounding parade. The foot soldiers and various mechan-



PRO TIP: In every stage, look above you for hidden 1-ups.

Sparkster's fighting gear is simple but effective. Your sole weapon is a wicked Fire Sword, which lets loose one flame blast per button press. Also, your knightly armor sports a powerful Rocket Pack, which turns Sparkster into a marsupial missile.

The game's controls are primo. The Rocket Pack enables you to zip through the air faster than the eye can see by simply holding down a button and releasing it. With the Pack, you can even make Sparkster ricochet off structures like a billiard ball.



PRO TIP: Beat Captain Fleagle's Robot Boss in Stage 4 by standing towards the far left of the screen and dodging the falling machinery. Then, move within range and blast him right after he fires each Energy Ball.

PRO TIP: As you ride the Stage 3's Walker Platform through the lava, you may have to jump down temporarily to escape some owls.

In addition to his hardware, Sparkster's got a nifty prehensile tail (as all opossums do).

With it, you can literally hang with the bad boys and slide like a greased pig along railings and tree limbs.

An Audio/Visual Assault

By now it should be pretty clear to any gamer with eyeballs that Konami's got 16-bit graphics down. The graphic style is cartoony and Konami clean. Sparkster, his friends, and his foes are cute critters, but the Pig War Machines steal this picture show. They're big, imaginative, and fun.

PRO TIP: In Stage 1, it's easier to bust the Pig Tank on the bridge if you jump behind it.

The cart also treats you to some outstanding scenery. There are awesome areas, like rising and falling lava that forces you to jump by using a reflection off its surface. There's also a shimmering scene where you must jump back and forth through a waterfall.



Your reflection is the key to traversing the rising and falling lava.

RK's sounds are sweet. The effects are clean and cool, especially blasts and explosions. The music complements the action nicely.



Sparkster's Rocket Pack Rebound

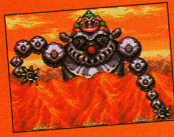
A Knight in Shining Armor

Rocket Knight Adventures is good, solid fun. The graphics may not be mean enough to suit the dark fancy of some hack-n-slash fanatics, but

Sparkster's jet-propelled speed will blow your doors off, and the action swings. If you have a taste for a fast fight (and fried pork, too), stick Rocket in your Pocket. **G**



Porcine War Machines



SPIDER-MAN AND X-MEN: Arcade's Revenge



By Gideon

One of last year's hottest SNES adventure games is finally available for the Genesis. Like its predecessor, Spider-Man and X-Men: Arcade's Revenge features awesome graphics, intense game play, and more superheroes and supervillains than you can shake a controller at. Genesis owners are in for a Marvel-ous treat!

Spidey to the Rescue!

Four X-Men have mysteriously disappeared, and it's up to Spider-Man to find them. The side-scrolling trail leads to an abandoned amusement park—the secret hideout of the bizarre supervillain, Arcade. This madman has transformed the park into a deadly fair of lethal rides and inescapable mazes. Unless you set them free, tonight's main attraction is the destruction of Wolverine, Cyclops, Storm, and Gambit!

There are 12 tough, action-packed levels in this one-player cart. You begin play as Spider-Man, who must meticulously work through an intricate maze in order to enter Arcade's park. Once inside, you can choose to play as Spidey or any of the four X-Men. In addition to the treacherous enemies within each event, Marvel supervillains (Apocalypse, Carnage, Juggernaut, and more) lurk at the end of each stage. The only way to escape the park is for all five superheroes to survive their two events, and for Spider-Man to defeat a gigantic, robotic Arcade in the final showdown.



PRO TIP: Follow Webhead's spider-sense to turn off the security sensors. Memorize the sensors' patterns, because it's the same sequence every time you restart the game.



PRO TIP: Cyclops can simultaneously move and fire his optic blasts.



PRO TIP: Wolverine's claws slice through enemies hiding behind barriers.

Each hero starts with four lives. Fortunately, there are plenty of 1-ups, power-ups, and energy boosts scattered around. Unfortunately, there are no continues. Lose all your lives, and it's back to the very beginning with Spidey and the security maze, which ups this game's challenge significantly.

Comic Appeal

Comic book fans will appreciate the attention to detail that this cart's programmers paid to its graphics and sound. All characters look, fight, and move exactly as they do on the printed page. Spidey spins and swings on his webs, Wolverine slices with his adamantium claws, Cyclops fires optic blasts, Storm casts lightning bolts, and Gambit shuffles his deadly deck of cards.

Each superhero is extremely responsive to the controls, and their superpowers are easy to activate. With his large repertoire of swinging and wall-climbing moves, Spidey may be the only hero whose moves require a little practice

to master. As for the sound, each hero's distinctive rock soundtrack and the game's sharp sound effects add to the appeal.



PRO TIP: Make your way quickly up shafts by alternating between climbing walls and bouncing back and forth between each side of the shaft.



PRO TIP: Storm can add to her air supply by swimming through underwater bubbles.

"X" Marks the Spot

Although the X-Men already appear in their own game for the Genesis, you won't want to miss the mighty mutant action in this cart. Gamers who've already experienced Spider-Man and X-Men: Arcade's Revenge for the SNES won't encounter anything new, though. If you're a Genesis owner and an action fan who hasn't yet experienced the 'Men, no X-cuses—this is a must-play!

Genesis Game Profile Spider-Man and X-Men: Arcade's Revenge (By Flying Edge)

Last year's superheroic hit for the Super NES comes to the Genesis. Almost identical to its Nintendo predecessor, Genesis players can now thrill to the same Marvel-ous action and adventure. Sharp graphics and attention to detail bring Marvel Comics heroes to 16-bit life!

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	5.0	5.0	5.0
INT. Interactive				
One player				
Action/Adventure				
\$49.95				
8 megs				
Available now				

IVAN STEWART'S SUPER OFF ROAD™ The BAJA

When we cross the finish line, you'll be dusting yourself off!



Compete against Ivan in The Mexican 250, The Ensenada 500 and The Baja 1000! Each patterned after the actual racecourse!



Incredible sound & graphics in Mode 7 Perspective for 1 or 2 players!



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The Simpsons: BART'S NIGHTMARE



By Slasher Quan

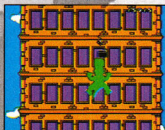
The one-and-only Bartholomew J. Simpson is back on Sega screens. If you think you've seen his latest adventure before, it's because you have. Bart's Nightmare by Acclaim for the Genesis is an almost identical rerun of the SNES version. It features the same Groening-inspired graphics, weird music, and sloppy game play.

Sleep Walkin' In Springfield

Bart's always teetered on the brink of academic disaster, and this time his worst fears may come true. As a last chance to pass the fourth grade, Bart must turn in his homework, but he falls asleep while working on an assignment. In his dreams, Bart's eight homework papers blow out the window. Bart must retrieve them all, or suffer the humiliation of a big fat F!

Bart's Nightmare takes him through six gorgeously illustrated scenes, with action

that's completely different in each area. The game play is fun and funny at times (especially in Bartzilla's building-climbing area), but jumping around from one section to another grows somewhat tedious. The sounds and strange music strains have personality, but there's not enough audio variety.



In the SNES version of Bart's Nightmare, the building's residents dropped Genesis systems on Bartzilla's head (see GamePro July '93, pg. 12). Now they're throwing...Duos? Could Acclaim be "dropping hints" about its next system for the Barmeister?

Bart begins his homework search by strolling the streets of Springfield. Armed with bubble gum and watermelon seeds, the boy must avoid the school bully Jimbo, Principal Skinner, and other threatening figments of his overactive imagination.

If Bart can find a page of his homework while in Springfield, he will be transported to one of five Other Wordly Worlds, where he must face his worst nightmares. Bart dino-sizes himself as Bartzilla and fries buildings, Momthra, and Homer Kong. Bartman then flies high on a fun, little side-scrolling airborne shootout against Red Baron Burns and his crew. Bart then makes like Indiana Simpson and hops his way over pits of fire in The Temple of Maggie. In Itchy & Scratchy, you'll find a game

within a game - Bart gets to slug it out against his favorite cat and mouse 'toon team. Finally, Bart's Bloodstream puts Bart under the microscope as he tries to clear his blood of nasty viruses. The game play is full of sizzle, but its lack of depth in the action leaves you hungry for substance.



PROTIP: In Bartman, Apu's got something to cure what's ailin' you.



PROTIP: In the Temple of Maggie, you've got approximately three seconds to grab an egg before an eagle snatches it (and you, if you're in her way).

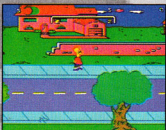


PROTIP: Smash Marge's eyeballs for 1-ups in Itchy & Scratchy.

Get a Grip on Yourself, Man

The controls in this game deserve an impassioned "Doh!" 99.9% of all other Genesis games place the Jump command on Button C and the Fire commands on the other buttons. For some unfathomable reason Bart's Nightmare completely throws you off kilter by using Button A to Jump. Overall, the controls are moderately responsive, but those misaligned buttons are a real hassle.

Another Bart bother is its lack of continues, which means you must start the game over if you run out of Zs (you wake up, and lose). This repetitive Nightmare never seems to end.



PROTIP: To form a longer-than-usual Z meter, lose all your Zs, then catch two "anchor" Zs (one at each end of the screen).

Bart Barely Makes the Grade

Like young Simpson himself, this cart passes the GamePro final examination. But, with no continues, weak controls, and semi-fun game play, this one won't be graduating *magna cum laude* any time soon. **G**

Genesis Game ProFile

The Simpsons: Bart's Nightmare

(By Acclaim)

This is one Nightmare that never seemed to end on the SNES, and now it's on the Genesis. You'll come for the graphics, which suffer only a slight drop in color between the two versions, but you may not stay for the game play.

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	2.5	2.5	3.0	3.0

EXP.

\$49.95
Available August

Action/Adventure
One player

CHUCK Rock II

son of chuck™



To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?



Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!

Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!



Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wait too if you could get a whiff of Sergei's armpits.



SEGA GENESIS

SEGA REAL OF VIBRATION

Available on Sega™ Genesis™ and Sega CD.™

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Virgin GAMES

GENESIS PRO REVIEW

GENERAL CHAOS

CHAOS VS. HAVOC



YOUR TROOPS



By Toxic Tommy

Electronic Arts has done the impossible. They've made gruesome infantry combat silly. General Chaos combines brain-squeezing battlefield strategy, challenging squad tactics, and real-time button-pressing combat with humorous cartoon graphics.

Genesis Game Profile General Chaos (By Electronic Arts)

General Chaos is an entertaining war game that doesn't take itself too seriously. The strategy, tactics, and real-time combat action aren't hard-core, but Chaos is still a challenge. Don't let the cartoony graphics fool you, just enjoy them.

Graphics	Sound	Control	Feel/Action	Challenge
4.0	4.0	4.0	4.0	4.0

\$49.95
8 megs
Available August

War strategy
Four players



PRO TIP: If you must destroy a Special Objective during a battle, move bazooka men, dynamite bombers, and grenade chuckers close to the objective.

You're in the Army Now

Chaos's entertaining soldierin' is...well, chaotic, and it forces you to think fast. Battlefields are laid out in a 1/2-overhead perspective on a single screen. You use a handy cursor to quickly position your troops across the terrain as you fight a running gun battle against Havoc's dogfaces. You can make all your troops fire their weapons at once, but the CPU selects the targets. Don't worry, the solid controls manage the wild on-screen activity like a Marine drill sergeant.



PRO TIP: Spread out. Groups of soldiers make easy targets.



PRO TIP: Try to catch enemy troops in a cross fire.

Unless you use a two-man Commando team, every skirmish is basically a five-on-five firefight with Havoc's forces. Five-man Squads consist of five types of soldiers (machine gunners, bazooka men, grenade throwers, dynamite bombers, and guys with flamethrowers) in various combinations. Medics are also on hand to repair battle damage. The game's artificial intelligence keeps your organic intelligence busy by remixing its combos every time you fight a skirmish.

PRO TIP: Use your Medics wisely. If you outnumber the enemy, you can afford to take a few casualties and still win.



PRO TIP: If you use Commandos against the computer, you must learn to hit and RUN! Use them as a last resort.

If any of your soldiers get too close to an enemy, the rest of the combatants pause while the two slug it out *mano-a-mano*. Your hand-to-hand technique has good variety with high, medium, and low punches, plus a kick and a block. The controls in this mode, however, are sluggish but adequate.

Look Sharp, Soldier!

The graphics are cute and cartoony. Considering all the carnage taking place on the screen, Chaos still doesn't dish out the blood and guts. The battlefield animation has a manic yet comical style.

Chaos doesn't overwhelm you with sounds. However, the effects of the weapons are sure to capture your ears.

It Takes Four to Tangle

Chaos's big claim-to-fame is its three-and-four-player modes, which support EA's new 4-Way Play adapter. The rambunctious Rambo action during multi-player clashes is a sure-fire way to start a laugh riot.

Surrender to Chaos

General Chaos is an unusual, entertaining war game. War is hell, war is weird, war is fun. If you let General Chaos invade your Genesis, you just might die laughing. **G**

GET YOUR KICKS ON THE GO!

TENGEN WORLD CUP SOCCER

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a gutsy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian mid-fielder with a slide tackle.

Come on, Hotshot. Get your kicks on the go...and bring home the World Cup!



Link up with a buddy for hot head-to-head action!

TENGEN
It's a Whole New Ball Game

SEGA
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM



THREE MORE TO GO...AVAILABLE NOW!



More customers, more neighborhoods and more windows to break than ever before!



Rescue the fair Princess through 12 levels of sword-swinging adventure!



They're bigger, meaner...and ready for another massive intergalactic invasion!



By The Unknown Gamer

Ahoy there, matey! Sid Meier (personal computer game programmer par excellence) is heading up the gang-plank for his Genesis debut with a new version of a MicroProse classic, *Pirates!*

Buried Treasure

Slap *Pirates! Gold* into your Genesis and set sail across the Caribbean in search of buried treasure and plunder. It's the 16th century, and you're a young swashbuckler in search of fame and fortune in the world's most dangerous profession. Although there may not be enough hard-core hacking 'n' slashing for some gamers, this one-player graphic adventure captures the thrill and danger of being a pirate, without the risk of scurvy.

That be three modes of play in this beauty. During normal game play, your goal is to advance in rank and solve the Ten Great Pirate Quests. As any old salt of the sea can tell you, your object is to retire with lots of land, lots of money, and a

wife. The second mode is Command A Famous Expedition. In these mini-scenarios, you're a powerful pirate on a quick quest. In Fight A Duel Mode, you practice, what else, your dueling skills.

You can vary the scenarios with a veritable treasure trove of challenging options. You can change historical periods, nationalities, difficulty levels, and special abilities. The special abilities range from the mundane (Gunnery and Fencing skills) to the exotic, such as Wit (the ability to impress Governors, crewmen, and young maidens).



PROTIP: When the Governor speaks, you should listen. If you complete a secret mission for him, he'll reward you handsomely.

A Pirate's Life for You

When the game begins, you journey across land doing what pirates do. In cities, you recruit crew members, buy supplies, charm the Governors (and their daughters), and bank your gold doubloons. Once you're at sea, you search for other ships and cities to attack to increase your plunder. The Ten Great Pirate

Quests include standard swash-buckling fare, such as rescuing kidnapped relatives and looking for a bride. There's a great deal of depth and complexity to this game, including a few history lessons.



PROTIP: Attack an enemy nation that is at war with two other nations. Then, visit the governors of the two allied nations. You might get land and promotions from both of them for helping to defeat their common enemy.



PROTIP: Remember, your ultimate loyalty is to yourself, so don't overlook Pirate Amnesty. Ally yourself with two nations and attack their common enemy nation. When you've reached a high rank, sneak into one of the enemy nation's cities and pay for Pirate Amnesty. Then, attack your former allies. In no time at all, you'll have an even higher ranking with your former enemy.

Those familiar with the original *Pirates!* will notice a few changes that may or may

not shiver their timbers. The Genesis version has less text and more animated graphic interfaces than the original PC game. The graphics, though, have maintained a "PC feel" that'll appeal to most players, although the animations are more limited than those found in other action/adventure-style role-playing games. Toe-tapping sea chanteys add to the ambience, as do digitized pirate voices.



In *Pirates! Gold*, you saunter down the city streets in search of adventure and romance.

The controls are simple, logical, and easy to learn. However, maneuvering your boat at sea and during combat is frustrating at first. You're apt to go left when you want to go right.

Dead Men Tell No Tales

Adventurers who enjoy thought-provoking gaming will get hooked on plundering the Caribbean in *Pirates! Gold*. Those lacking patience for this style of gaming will feel like walking the plank. But, aye, a visit to Davy Jones' Locker may be just what you need. ☐

Genesis Game Profile

Pirates! Gold

(By MicroProse)

"Yo ho, yo ho, a pirate's life for me!" You can have one, too, if you set sail with MicroProse's Genesis adaptation of Sid Meier's *Pirates!* The cart hoists many of the features found in the original, along with some video game-style programming to help keep it afloat.

Graphics	Sound	Control	Feel/Interface	Challenge
4.0	4.0	4.5	4.5	Adjustable

\$69.95
8 megs
Available now

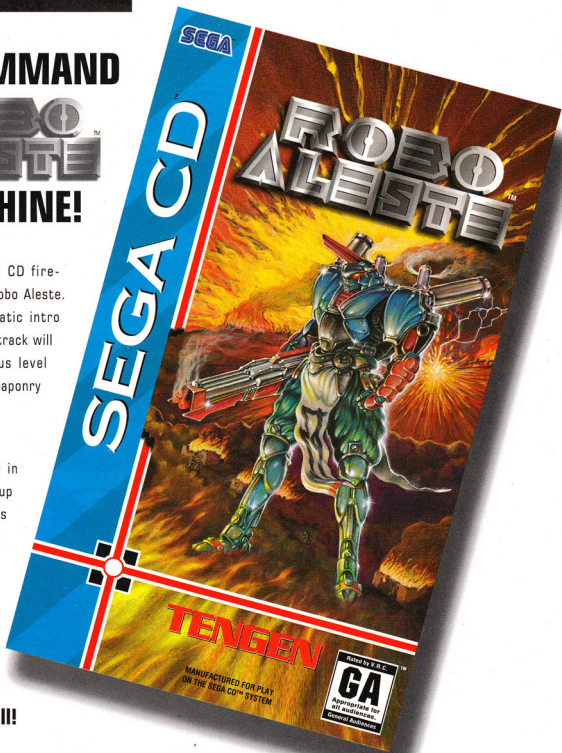
Graphic adventure
One player
Battery save

TAKE COMMAND OF THE ROBO ALESTE™ WAR MACHINE!

Satisfy your appetite for CD firepower and climb aboard Robo Aleste. The fully animated cinematic intro and pulse-pounding digital soundtrack will fuel your fire, but the enormous level bosses and their devastating weaponry will **fire you up!**

As the most decorated officer in the White Fang Ninja Force, it's up to you to command the infamous Robo Aleste War Machine. Avenge the barbarous wrath of the savage warlords who have ravaged your once supreme clan.

**Come home
a hero...
or don't come home at all!**



FIRE UP YOUR SEGA CD WITH OVER 500 MEGS OF SCORCHING ACTION!



Level Bosses abound! Some breathe fire, some launch torpedoes...and some prefer to skewer their opponents with double-edged Ninja blades.



Battle the elements and use your microwave dispersal beams to hose down the Chugoku Warlords' deadly, motion-sensitive electric centipedes.



Super weapon pick-ups along the way give you awesome firepower including flesh phasers, blooming flower grenades and shuriken homing stars.



TENGEN
VIDEO GAMES

SEGA CD

GENESIS PROREVIEW



By Dr. Dave

You remember Chuck Rock, a small Neanderthal with a big club. Well, Chuck went forth and multiplied, and begot Chuck Junior, a fine young specimen of a cave baby. CJ's taking a few baby steps in his first video game, which features some cool effects but lacks Chuck Senior's more highly evolved game play.

Chuckling Around

Junior's got a big problem. Chuck Senior and his wife, Ophelia, were parent-napped by none other than the infamous Brick Jagger. Waaaaahh-hhh. To save the 'rents, the precocious cave crawler sets forth in six multi-zone levels of single-player, side-scrolling action/adventure gaming.



PROTIP: Climb on top of your club to avoid rolling boulders in Part Two of the Stone Age Suburbs.



PROTIP: Bash the boss at the end of the Wacky Waterfall Stage by swinging your club and knocking the little creatures he throws at you back at him.



PROTIP: To roll safely across the flames in the Lively Lava, jump on top of the boulder, then turn and face the opposite way of the direction you want to move. Press Left or Right to walk, and you'll roll to safety on the boulder.

backgrounds are lush and include original prehistoric landscapes. Son of Chuck also features some very cool effects, like extremely large rotating and scaling sprites.



PROTIP: When this large bird appears on the horizon in the Stone Age Suburbs, hop on board one of its big feet. CJ can't swim, but he's safe on top of the bird's claws.

Chuck Rock II Son of Chuck

Being a baby and all, Chuck Junior's just a little toyke still in diapers. He toddles along through dinosaur-infested prehistoric landscapes, defending himself in the time-honored caveman tradition - with a club!

Don't Cry Over Spilt Milk

Son of Chuck's game play is simple - perhaps even something that prehistoric. Chuckie can jump, swing his club to bash attackers, and climb on top of it to avoid dangerous obstacles. The controls are as simple as the A, B, C's - one button for each of Junior's three actions. He moves from one end of a level to the other, hopping over obstacles, bashing enemies, and grabbing power-ups. The problem is the lack of items to find in each area. Plus, once you've found them, crawling across the same landscape one more time makes you ready for naptime.



PROTIP: Hitch a ride on a wave to make it across the Wacky Waterfalls' spiked balls.



PROTIP: Don't get squashed by huge roaming dinosaurs.

Soundwise, Chuckie's lullabies won't make the charts, but they'll have you tapping your club. Chuckie has a nice annoying wail and a decent tantrum that's sure to bug even seasoned parents.

Keep on Chucking

Son of Chuck's just like most kids...better in some ways than their parent, not as good in others. The original Chuck Rock had lots of prehistoric humor, clever and vivid graphics, and very creative and challenging game play. Chuck Junior has prehistoric humor and clever graphics with innovative effects, but the game plays a tad on the juvenile side. It won't challenge highly evolved gamers. **C**

The little guy lives and dies by the damage meter: After taking a certain number of hits, he loses a life. Awwwww, his damage meter is sooooo cuuuute. It's a big baby bottle filled with milk. Each time CJ takes a hit, some milk drains out. When the milk's gone, so's Chuckie.

Graphics and Sound: Chuckie's in Love

The graphics in Chuck Rock's first video game progeny aren't quite as vivid (in color or animation) as the original. The sprites are smaller during most of the game, but the

Genesis Game ProFile
**Chuck Rock II:
Son of Chuck**
(By Virgin Games)

Chuck Rock's sired his first sequel. **Son of Chuck** takes a swing at **Chuck Rock**, but it isn't quite a solid chip off the old block.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	4.0	3.5	Adjustable

\$59.99
8 megs
Available September

Action/adventure
One player

Tap Into a 4-Player Quest

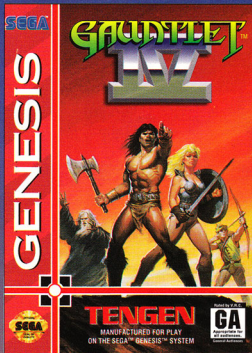
Grab your Sega 4-Player "TAP." Gauntlet™ IV has arrived...and this time, you'd better bring your friends!

The title that defined video-game adventure is now the first to utilize Sega's new 4-Player "TAP."

Just like the arcade classic, Gauntlet™ IV lets you team up with up to three of your buddies as Thor, Thyra, Merlin and Questor—and blast more Grunts, Ghosts, Demons and Lobbers than ever before. There's even a special 4-Player head-to-head mode so you can turn against your friends in a winner-take-all battle royal!

Gauntlet™ IV has arrived. Tap into the 4-player quest...and bring your friends!

GAUNTLET™ IV



**First
Game Available
for Sega's
4-Player
Adapter**



Choose your path carefully—that door could be the last you ever open. Boo!



You want the treasure...but is it worth the risk? Too bad you couldn't become invisible!



A fire-breathing dragon can really ruin your day. Next time bring back-ups!



Grab four of your buddies and crash a Grunt party. Just watch your back!



GENESIS™



By Lawrence
of Arcadia

Robocop on a Harley? That's the basic premise of *Ranger X*, Sega's new side-scrolling shooter for the Genesis. Firing your weapons while riding a motorcycle may seem a little awkward at first (like riding a bike for the first time without training wheels), but the unique graphics and stylish backgrounds will soon have you playing in high gear.

Shoot Happens

This one-player shooter has more to it than meets the eye. You are Ranger X, a rootin', tootin', motor-scootin', missile-shootin' soldier who's trying to protect everyone from the clutches of evil. It's a tough job, but this ranger is up to it.

There's a great selection of weapons and targets in these multi-scrolling levels. You begin with two special weapons (a flamethrower and a ground bomb) to blast away at airborne, missile-throwing, mechanical monsters, as well as fearsome fighter jets and huge bosses. You'll also find more special weapons along the way. You

can shoot forward and backward. Although the two-way control setup is vexing at first, you'll get used to it in no time.



PRO TIP: To down the Level One Boss you must hit his weak spots. Go for the head first, then the legs. When the Boss falls, hit the cockpit. That should do the trick.

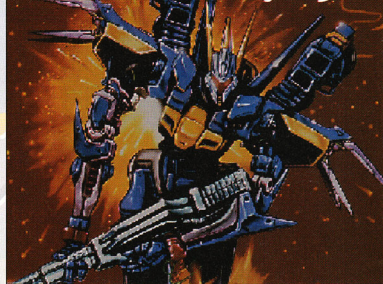


PRO TIP: To let the light in, you must hit certain rock outcroppings in caves. The light serves two purposes: It kills those squiggly little rock monsters you come across in this level, and it powers your weapons back to full strength.

Your armor is equipped with a jetpack, and you can ride through the levels on your Ex-Up (a mechanized two-wheel version of Roy Rogers' horse, Trigger). This steel steed follows you wherever you go and provides you with much-needed back-up firepower.

This game is tough! The airborne assault is relentless, and there's no rest for the ground forces, either. You'll find yourself taking hits from everything, including seemingly harmless rocks. The metal mugging you take is nothing short of criminal. Thankfully there are power-up stations where you can restore your life and weapon bars back to full strength.

RANGER X



PRO TIP: In Level 3, you'll come across seven jets that swoop out of hangars. The fastest way to get rid of them is to make them chase you to the right of the screen, then use the Wave Beam to destroy them.



PRO TIP: Jump above the Beam that the Level 3 Boss fires at you, then quickly land, fire, and jump again. Patience goes a long way here.

The Full Ranger of Colors & Sound

Your armored eyes will take in a flood of colors in this brightly animated, well-drawn game. Every explosion is an outburst of color, and the main sprite moves quickly and flawlessly.

There is some slowdown around the bosses, but nothing worth getting your armor all wet about. The backgrounds include a forest, a post-apocalyptic wasteland, a military hangar, and a strange alien cavern.

The music is typical of shooting games, and the sounds of explosions rip through the speakers loudly and proudly.



Could it be...a Forest Ranger?

Home on the Ranger

Ranger X will keep you occupied for hours on end, as you try to figure out where to take your metal man next. Although the action is intense, a quick thumb, good eyes, and steady nerves should take you through until the end. The unique dual action of flying and riding a motorcycle gives this game a step up over other shooters. Take the Ranger for a spin, and cash in on the X-citement. **C**

Genesis Game ProFile

Ranger X

(By Sega)

This single-player shoot-em-up has dual shooting and bike-riding action, making it one of the most unusual shooters in a while. If you don't get motion sickness, you'll like this one.

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.0	3.5	4.0	INT.

Price not available
8 megs
Available now

Shooter
One player

GET A GRIP!

Wanna go pro? Prepare to do some smashin', some servin' and a whole lotta slammin'—in the hottest *split-screen* tennis game on the video-game market.

Develop a wicked backhand against the automatic serving machine in Training Mode. Then serve and volley against the world's best in a country-wide run for the *Davis Cup™*—the most coveted prize in all of tennis. Or live the life of an international tennis star and smash your way to the big bucks...and the world championship.

Come on, Ace. It's your serve—Get A Grip!

Featuring:

- Only tennis game with 2-Player *split-screen* action.
- Complete support of Sega's new *six-button* controller.
- Four playing surfaces—*clay court, hard court, indoor* and *grass*.
- Total ball control—from top-spin to drop shots to overhead smashes.
 - *Training, Exhibition, Davis Cup™* and *Championship* play modes.



DAVIS CUP™

T E N N I S



Keep 'em in "love" with your turbo-powered slams, surface-searing serves and ball-busting backhands.



Be a king on any court: Indoor, grass, hard court... or scuff up the red top in some tread-wearing clay play.



Take on the top seeds, or grab a buddy and volley for the Davis Cup™ as the hottest doubles team in the world.



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TENGEN
*It's a Whole New
Ball Game*





By Data Carvey

Need some great shootin' action to ease your way back into the school routine? Spend your last days of summer flying the Halbard fighter of BioMetal, Activision's thrilling new side-scrolling shooter. With great graphics, challenge, and sound, SNES shooters have rarely had it so good.

Pedal to the BioMetal

Beginners beware: This game's not for the weak of thumb. BioMetal is a top-notch one-player cart that takes you through five challenging stages of airborne

combat on a colorful alien planet. Your enemies are the bizarre cyborgs of the BioMetal race, and they're not easy to kill. These strange, twisted forms swoop in from all directions, firing incessantly and filling the screen with danger. The huge bosses are genuine thumb-busters.

To battle the metallic foes, your ship is armed with forward-firing missiles. As you blow up enemies, you easily pick up Shields, Bombs, and backward-firing armaments. The Shields are particularly effective, because they can also be thrown as devastating offensive weapons.



PROTIP: To nail the Stage 1 Boss, deflect its shots with your Shield, then fire your missiles at its head. The Boss can't hit you if you stay in the top-left corner of the screen.

BioCongestion

If you're an advanced space jockey, you'll really have to come out firing in BioMetal. The screen gets busier than

the freeway at rush hour. At times, it simultaneously throws almost two-dozen enemies at you. It's hard to appreciate the imaginative graphic detail when you're immediately distracted by the next two or three villains.

Occasional slowdown testifies to the challenging, sometimes distracting, congestion.

A dynamic soundtrack by the rap group 2 Unlimited adds to the impact. Music is often a distraction in a fast-paced shooter, but here the driving rhythms only heighten the intensity. This is one game where you won't want to turn the music off, only UP.



PROTIP: In Stage 2, this snaky alien will wrap around you if you head for the upper-left corner of the screen.

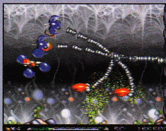


PROTIP: Throw your Shields to knock out Stage 2's mid-level boss.

Prince of Thunder

As good as the graphics are, they're not perfect. For instance, Stage 1 is merely a solid bank of steel-grey clouds. What's more, the graphics seem similar to those in other shoot-em-up games, namely Lightening Force for the Genesis. (There's even one of those inside-the-alien-world levels that we've seen before.)

Control is yet another troublesome area. It takes one button to shoot, another to raise the Shield, one more to elongate the Shield, and still another to throw your Shield. Face it, in a shooter you just want to shoot as quickly and as easily as possible - no more, no less. This is one game that could use some help from a turbo controller.



PROTIP: Beat the Stage 3 Boss by staying centered in its line of fire. If you go up or down, it'll throw extra missiles at you.

PROTIP: Avoid the pillars in Stage 4. If you linger behind them, you'll be vulnerable and won't be able to see your fighter.



PROTIP: Use your Shields against the Stage 4 Boss. Only its head is vulnerable.



The head is only one of the vulnerable targets on the Stage 6 Boss.

BioGold

Despite these quibbles, BioMetal is still one of the year's best, and hardest, SNES shooters. If BioMetal isn't quite Lords of Thunder, it's still a Prince of Thunder. There's a lot to like in this BioBlast. **G**

SNES Game Profile

BioMetal

(By Activision)

This intense side-scrolling shooter is enhanced by a pulsing soundtrack from the rap group 2 Unlimited. Dozens of imaginative enemies make BioMetal a fast-paced challenge for advanced players.

Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	4.0	5.8	Advanced

\$59.95

8 mags

Available October

Shoot-em-up

One player

GENESIS PRO REVIEW



By The King Fisher

Prepare to strap yourself into America's hottest fighter, the F-15 Strike Eagle. MicroProse has just brought the smash PC title to the Sega Genesis, and it's a winner. This cart is

game's four difficulty levels - Rookie, Pilot, Veteran, or Ace. You fly from Libya (the easiest mission) to Europe (the hairiest). Each mission has specific targets that must be destroyed, such as Enemy Camps, Radar Sites and Patrol

F-15 Strike Eagle II

loaded with intense dogfights, great sound, cool action, and groovin' graphics. Climb on board and prepare to go head-to-head with some of the world's deadliest jet fighters.

Wimps Need Not Apply

This one-player flight simulator puts you in the cockpit of the awesome F-15 Strike Eagle aircraft. The game offers six intense combat missions that you can fly on any of the

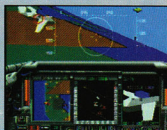
Boats. Success earns you promotions and medals. Failure grounds you behind a desk, if you're lucky, and sticks you in a permanent holding pattern six feet under if you're not.



PROTIP: When you encounter several enemy fighters at once, use your target selector to identify some of the tougher fighters, such as the MiG-29 and the Su-27. Destroy them first. It'll make your day a little easier.



PROTIP: Watch your tail at all times, especially when you're about to attack a ground target.

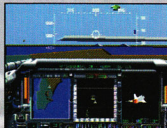


PROTIP: The enemy has a spy in the sky called the IL-76 Mainstay, which is an airborne radar unit that directs enemy fighters to you. As soon as this guy shows up on your screen, aim a missile and take him out.

Your F-15 is armed to the teeth with Sidewinder, AMRAAM, and Maverick Missiles, as well as a 20mm Vulcan Cannon for close combat. You'll fight some hot enemy jets, but don't be surprised if you encounter an American aircraft, such as the F-5 Tiger or the F-4 Phantom, with an enemy designation. If you do, don't hesitate to shoot.



PROTIP: If you find yourself low on weapons and fuel after an intense dogfight, access your map to pinpoint the nearest friendly base. Land there to get fresh supplies and repair any damage to your aircraft.



PROTIP: Watch your fuel gauge when you use your Afterburners. Afterburners consume a lot of fuel, and you wouldn't want to run out on your way home.

A Screaming Eagle

Strike Eagle's polygon-based graphics are definitely above average. The pix of the air-

craft's targets are particularly sharp. Among them you see detailed SAMs, Radar Sites, and Patrol Boats. Most aircraft are accurately represented, with the exception of the American F-18 Hornet. The scrolling is a bit choppy, but you can smooth it out by reducing the graphic detail. Of course, the trade-off is a pixelated display.

Overall, Strike Eagle's sounds are good. You hear satisfactory effects that range from launching missiles to exploding targets. In addition, the music scores are catchy, varying from somber in between missions to absolute adrenaline-pumping when you're flying your Eagle. You can also turn sound and music off, should you want to hum "Into the Wild Blue Yonder."



PROTIP: If you have trouble landing your Eagle, turn on your Autopilot for a picture-perfect landing.

Total Control

The aircraft's controls are fairly easy to master. Even at supersonic speeds, you control everything on your fighter, with the exception of yaw and pitch rates (attack angles based on your aircraft's vertical and horizontal axes). Just the same, quick wits and reflexes, plus the ability to keep cool under pressure, are essential for survival.

Soar with the Eagles

F-15 Strike Eagle II is a challenging game that will make your palms sweat and turn your knuckles white. Put on your Genesis flight suit and come soar with the Eagles, if you dare. **C**

Genesis Game Profile F-15 Strike Eagle II By MicroProse

F-15 Strike Eagle II is a solid PC conversion with good polygon graphics, sharp sound, and hot action throughout. It is without a doubt the best combat flight sim cartridge to date. If you've been waiting to take a super-sonic ride, this is your chance.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.0	4.0	5.0	5.0

ADJ. Adjustable

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SEGA CD PRO REVIEW



By **Scary Larry**

There's an awesome shooter in town, and it's being showcased on the Sega CD. Robo Aleste by Tengen is a hard-shootin', high-flyin' treat for your eyes and ears, although your ears definitely get the better show.



PRO TIP: Take down the first level boss with guided missiles. Stay on either side of him and use the missiles when he shoots below you.

Shadow Formations, Exploding Flowers, and even Ninja Stars. Each color-coded weapon can be powered up three times by picking up corresponding-colored globes that picture the weapon. The weapons are selected automatically for you, which adds to the ease of the controls.



Get ready to kick some Astaros.

The music in this CD is a joy for the ears. There are pulse-poppin' rhythms and some fresh, boo-ya back beats. You probably won't hear music this good anywhere else but on the Sega CD.



PRO TIP: Stay just to the right or to the left of these laser-spewing knights, then fire away.

Robo Aleste

Straight Shooter

Robo Aleste is a one-player overhead-view shooter with a theme that mixes ancient Japanese warriors with futuristic killing machines. You play as Kage, the pilot of a flying suit of armor named Aleste. Your ultimate goal is to do battle against ancient feudal warlords who want to knock you, boots and all, into another dimension. To fulfill their evil designs, they've enlisted the help of various bosses, trying to put some dents in your armor.



PRO TIP: The train in the third level can easily be defeated with the powered-up blue laser. (In general, you should stick with one weapon and power it up along the way with same color globes.) Aim for the train's body guns.



PRO TIP: Watch the Level 5 Boss while it's getting ready to shoot. If its lower-left or lower-right turrets light up, stay on either side of the screen. If both its sides light up, move toward the middle of the screen and either below or above the Boss.



Is it an avalanche? There's snow doubt about it.

You're Under Aleste

Robo Aleste is a straightforward shooting game with an awesome soundtrack and great graphics. Although you may be daunted at first by its formidable challenge, its unlimited continues should help you to victory.

If you like shooters, and you like Japanese-style animation, you'll flip for Robo Aleste. It's the coolest thing burning up the Sega CD right now. **C**

Beauty and the Beats

Robo Aleste features great graphics and sound. The action is fast and well animated. There are no signs of slowdown or flicker, even though the screen is completely filled with enemies at times. Some of the bosses are standard bio-mechanical fare, but they're livin' large and do take up much of the screen. Just before you reach Astaros, you even get great cinematic animation and speech.

This multi-stage shooter will fly you into the cavernous depths of the world, along a wintery railroad track, through forests and seas, and eventually to a showdown with the evil Astaros. Along the way, you'll find yourself bombarded by Astaros's army, which includes flying warships, a machine gun train, flying tiles, and robot monsters.

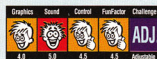
Luckily, weapon power-ups lie everywhere for the Aleste to pick up. You can fire regular shots, Thunderbolt Rays, Flying

Sega CD Game Profile

Robo Aleste

By Tengen

The Sega CD is jammin' with a new shooter called Robo Aleste. You'll bust a thumb keeping up with the intense action, and you'll bust a move listening to the fantastic audio output on this CD. Robo Aleste rocks and rolls!

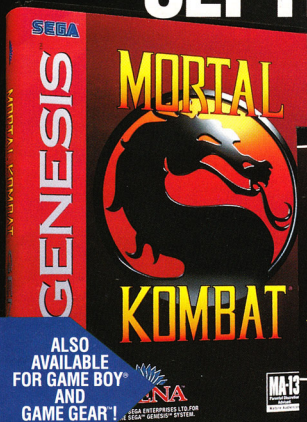


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SEGA CD PREVIEW



By Earth Angel

Climb into the cockpit of the AH-3 Firehawk and experience a first-person view of helicopter combat simulation. JVC's new Sega CD game has single-player arcade-style action, smooth movement, and sharp graphics. This disc looks ready to soar!

With the assistance of radar and a copilot (whose digitized voice has a great static sound), Firehawk pilots will fly their choppers through 10 seek-and-destroy missions over land and sea. You'll be able to get a 360-degree look at some of the most realistic terrain ever seen in a game. International hot spots are the targets, including Middle Eastern deserts and South American jungles.

You use your instruments and controls to guide your helicopter across quick-scrolling enemy territory. Your chopper's controls are basic: Push forward or back, rotate left or right, change altitude, and fire machine guns or missiles.

A special Info Mode enables you to study enemy targets before you begin your missions. When you discover an enemy target, lock on and blow it away with missiles or machine gun fire. Sounds simple, but enemy aircraft are trying to blow you out of the sky. If you return home safely, you'll be awarded a purple heart. **G**

By JVC

Available October

AH-3 FIREHAWK



Combat's tougher at night!



When there are bullet holes in your windshield and your control panel goes blank, you're done for.



Your command system indicates when you've locked onto a primary target. Fire!



Mission complete!



Watching her sink gives you a real feeling of satisfaction.



When your target sight indicates "Locked," fire to destroy an enemy vehicle.



Destroy this enemy convoy to cut their supply line.



Check your view screen to survey the terrain below.



She's breaking up! She's breaking up!



Target destroyed, but there's an enemy chopper on your tail.



Fly low to dodge enemy aircraft.

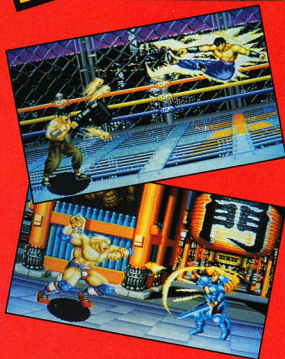


That she blows!

EAT. SLEEP.



BUST A FEW HEADS!



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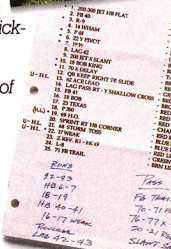
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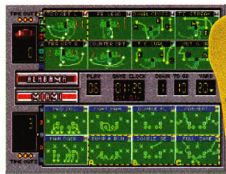


In designing this game, Bill Walsh has definitely done his homework. The famed Stanford coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

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It's a much faster game with one-step play calling. You can also bluff plays and set your own audibles.

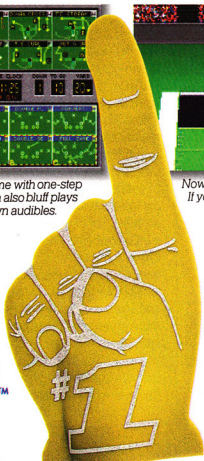


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Mortal Monday, September 13, 1993, is finally near. In case you've just crawled out of a hole, that's the day that gamers everywhere have been waiting for. Why? Because that's when Mortal Kombat arrives for the Super Nintendo, the Genesis, the Game Gear, and the Game Boy. Here's our rundown on all the carts, complete with a look at those all-important Fatalities...er, Finishing Moves.



MORTAL KOMBAT



By Scary Larry

When Mortal Kombat makes its four-system debut, gamers are gonna notice right away that the SNES version has the graphics the closest to the arcade classic, but they're missing one crucial element: the blood! Still, there's a lot to like about this cart, and it does have one or two advantages over the Genesis version.

Fight for Your Life

Mortal Kombat for the SNES is a one- or two-player beat-em-up that allows you to battle as one of seven fighters. You choose

your character, and then challenge the other six characters to a test of skill and strength. Endure the test and you're pitted against the master of all this mayhem, Shang Tsung... that is, if you get past his multi-limbed henchman, Goro.

You'll fight through six regular matches and a Mirror Match and three endurance matches (each match is a best of two-out-of-three), where you have to sequentially fight not one, but two Kombat killers. When you win the final round, the screen will command, "Finish Him!" This means you must end the life of your opponent with a Finishing Move (Fatalities in the arcades). Each fighter has their own unique Finishing Move. Three of the arcade moves were left intact in the SNES version (for Sonya, Liu Kang, and Scorpion), but four of the more gruesome scenes were substituted with new Finishing Moves (for Sub-Zero, Kano, Johnny Cage, and Rayden). The new moves are pretty cool, though not as bloody.

execute a move properly, and by that time you've probably been executed properly. Even though the controller has more buttons, the controls in the SNES edition just aren't as tight or as responsive as those found in the Genesis edition.

The locales are just as deadly as the fighters. You can battle in front of the palace gates, atop a cavernous pit (complete with life-ending spikes at the bottom), in front of a statuesque lineup of martial arts masters, and more.



The new skid in town.

Looks Can Kill

The graphics in the SNES Mortal Kombat are cleaner, better defined, and closer to the original arcade game's than those found in the other versions. The digitized fighters look better here because of the SNES's enormous color palette, an advantage it has over the Genesis. But without the blood, something is lacking. The fighters also move slightly slower than they do in the Genesis version.

The sound in the SNES version is also slightly better than that found in the other versions. The commentator announces each fighter by name, every blow rocks your TV speakers, and each groan and scream is crystal clear.



You can mess with the best, or you can die with the rest.



You didn't think Johnny was a classic rock fan? Watch him slide into the family stones.

You won't be left in the dark against these agents of death. Although some of the individual techniques vary, the majority of the arcade moves are found in the SNES version, including the combos and other hidden secrets. Also at your disposal are a number of special moves, projectile weapons, and classic hand-to-hand combat skills. You can use Sub-Zero's Freeze to turn opponents into blocks of ice, or Johnny Cage's Shadow Kick to split him into two fighters and deliver a deadly blow. It's all in a day's work for the Mortal Kombat crew.

Bruisers beware, though, because getting the fighters to actually pull off their moves is an awkward control problem. It sometimes takes many tries to

SNES Game Profile

Mortal Kombat

(By Acclaim)

Finally, a game that could put other Fighters out on the Street. Despite some control glitches and the altered Fatality Moves, Mortal Kombat for the SNES is a great representation of an arcade classic that will more than satisfy most gamers.

Graphics	Sound	Control	Fun/Inf	Challenge
3.8	4.5	3.5	5.8	4.0

Price unavailable
Available September
Beat-em-up

Two players
Unlimited continues



I think Julius Caesar said it best when he said "Ouch! Ouch! OUCH!"

The Choice Is Yours

The SNES version of Mortal Kombat whips up more challenge than any of the other versions. Like the Genesis, there are five difficulty settings (Very Easy, Easy, Medium, Hard, Very Hard), but the Medium setting on the SNES is much harder than the Medium setting on the Genesis. The SNES version also enables you to set a game mode (Normal or Hand-to-Hand, where no weapons are allowed), handicap player one or two by increasing or decreasing the amount of damage taken from a fighter, and reconfigure the button settings. This version also offers unlimited continues.

Despite the new Finishing Moves and some control problems, this version of Mortal Kombat looks good and is a lot of fun. Read on for the rundown on some of the game's great moves.

The Moves:

Trimming Down the Violence

The battle to curb the more violent aspects of Mortal Kombat for the SNES is old hat by now. As you can see from the following pictures, though, the game play and the graphics didn't suffer too much under Nintendo's watchful eye. So what if the blood is grey instead of red? What's the big deal? We think you'll be impressed by the other aspects of this game.

RAYDEN



You'll feel a certain electricity whenever you're around Rayden.

Lightning Throw



You can blast some bolts with this Rayden klawatt killer. Press Away, Down, Toward, and B.

Teleport



Get with the disappearing act by pressing Down and then Up on your control pad. You'll end up behind your opponent, where you can deliver the goods.

FINISHING MOVE



Press Toward, Away, Away, Away, and then hit Button Y. You'll electrocute a foe into a pile of dust. Ouch!

KANO



Whatever you do, don't mention anything about expensive eyewear to this one-eyed metal head.

Roll Spin



Roll, roll, roll your fist into an unsuspecting opponent by pressing R and making a circle starting from the top of the controller pad Toward an opponent.

Knife



Toss some silverware at an enemy by pressing Away and Toward on your directional pad, then press R.

FINISHING MOVE



He's going deeeep, right into the torso of an opponent, by pressing Away, Down, and Toward plus Button A.

JOHNNY CAGE



Johnny thinks fighting is the coolest thing since, well... since himself.

Green Flame



Move Away from an opponent then press Toward and hit B to shoot a ball of deadly green fire at an opponent.

Shadow Kick



Did you ever want to be in two places at once? You can do it with this split-kick maneuver by moving Away, Toward, and pressing A.

FINISHING MOVE



You can land a kick right through a player's torso by pushing Toward three times, then hitting Y.

LIU KANG



Liu Kang is a martial arts maniac who enjoys the color of red a little too much.

SUB-ZERO



The Iceman Cometh, and he kicketh some butt along the way. Chill with Sub-Zero!

SCORPION



This masked menace is very friendly. If he sees you across the room, he'll bring you over to him to talk to you, using his spear whip, of course.

SONYA



This femme fatale will put the squeeze on your heart...and she's not trying to be romantic!

Fireball



Push Toward two times and Y to fire a flaming shot at any persistent enemies.

Flying Kick



To fly through the air and land some toes on target, hit Toward two times, then X.

FINISHING MOVE



To finish off opponents, Liu Kang does a Helicopter Spin Kick followed by an Uppercut. To pull it off, start Up on the directional pad and make a complete circle Toward a foe.

Freeze



To send a cold message that'll penetrate an opponent's heart, go Away, Down, Toward, and hit B. With this move, you'll stop enemies in their tracks.

Slide



Slide into an opponent and knock them off balance by pressing Away, then simultaneously hit B, A, and R.

FINISHING MOVE



Freeze a foe, then blast him into ice cubes by pushing Toward, Down, Toward, and Y.

Van Dam Spear



This trick is a gruesome grabber! Throw a dagger with a rope attached to it and drag an opponent to your side of the screen by pressing Away, Away, and B.

Teleport



Disappear then reappear closer to an opponent (I told you Scorpion was friendly) by pressing Down, Away, and Y.

FINISHING MOVE



Pull off your hood and burn some unfortunate soul with your fury by holding R and then pressing Up two times.

Ring Toss



Throw some deadly electric rings by pressing B, Away, and B again.

Scissor Grab



Flip into a handstand, then grab foes with your legs and slam them into the ground. Do this by pressing Down, then simultaneously hold Buttons B, A, and R. Aerobic training is a great thing to have, isn't it?

FINISHING MOVE



Sonya throws you a kiss you may not want to catch, since it reduces you to ashes. Do this by pressing Toward, Toward, Away, and R.

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GENESIS PROREVIEW



By The Tummyator

Genesis owners haven't gotten their Street Fighter II yet, but Mortal Kombat by Acclaim should tide them over in style. This long-awaited cart is here in all its glorious 16-bit majesty, with all the arcade Finishing Moves ("Fatalities") and action intact. Your wait is over, Genesis Komateers!

Mortal Mayhem

Mortal Kombat for the Genesis is a one- or two-player side-scrolling beat-em-up. As in the original arcade game, you play as one of seven digitized players - Kano, Johnny Cage, Sonya, Liu Kang, Sub-Zero, Scorpion, and Rayden. Each fighter has unique moves, super moves, Finishing Moves, and combos. In a three-match free-for-all, you fight each of the other six fighters, then you fight against yourself in a Mirror Match. You then fight three endurance matches, where you battle two fighters in one match. Ultimately, you

slug your way to Shang Tsung in an immortal combat. To get there, though, you must get past Shang Tsung's heavy-handed henchman, Goro.



The New Skid on the Block

You'll go through all the arcade levels, including the Pit, the Dungeon, Tsung's Palace, and the Hall of Warriors. Although the Genesis cart's backgrounds are well-drawn, they don't match the original arcade backgrounds as closely as the SNES version's do. You won't have much time to worry about the backgrounds, though, as you'll be too busy avoiding Rayden's Lightning Throw,

Sub-Zero's Freeze, Sonya's Ring Toss, Liu Kang's Fireball, and other mortal moves.

Overall, the easy-to-use Genesis controls make some of the moves easier to pull off than pulling them off in the SNES version, but other moves are just as difficult to execute in both versions. The game was developed for the three-button controller, which means you'll need to use Start to block. This can be awkward and time consuming. Even so, the action is a lot faster on the Genesis, and the moves are quick and destructive.

After you win two rounds, you can bust a Finishing Move, the *pièce de résistance* of Mortal Kombat. There are two play modes in the Genesis cart. In regular play, four of the original arcade Finishing Moves have been changed from the original moves in the arcade (Sub-

Zero's, Kano's, Johnny Cage's, and Rayden's). Finishing Moves can be anything from charring an opponent down to ash to ripping an enemy's head, spine and all. A special play mode called Mode A, which you enter via a controller, enables you to play the arcade game with all of the original moves intact. Unfortunately, the graphics on some of the Finishing Moves are not as well-illustrated as they are in the arcade game.



He shoots, he goes!

Red Is Your Color

The graphics in Mortal Kombat for the Genesis are very good, although the SNES's graphics are sharper and cleaner. Even so, purists may prefer this version with its Mode A option.

Although the Genesis music is definitely better, the sound quality is higher on the SNES, including more (and better) sound effects. The Genesis version also doesn't announce the fighters, nor does it relay the bone-crunching hits in full symphonic detail.



If anyone can pull it off, surely Sub-Zero can.

Up for the Challenge?

Challenge-wise, you may have to set the difficulty to Hard if you want true arcade playability on the Genesis. If you don't,

Genesis Game ProFile Mortal Kombat (By Acclaim)

Genesis owners will be taunting SNES owners with their cry of "No guts, no glory" when they get their hands on this brutal beat-em-up. Although the graphics don't quite live up to those on the SNES, the great game play and better control combined with the special Mode A option make the Genesis cart a winner.

Graphics	Sound	Control	Factor	Challenge	ADJ.
4.5	4.8	4.0	5.0	5.0	

Price unavailable
Available September
Beat-em-up

Two players
Limited continues
Adapted

MORTAL KOMBAT

this fight may just be a walk-through for most street-brawl-in' gamers. In Hard Mode, you may get in a couple of cheap shots now and then, but the CPU fighters put up a good fight. Plus, unlike the SNES, there are only limited continues on the Genesis and you'll definitely need to save them up to endure all the way to Tsung.



Hey, hey, hey...this is the non-smoking section, buddy!

Great graphics, sound, and control in combination with the special Mode A setting make the Genesis Mortal Kombat a beat-em-up force. Genesis gamers will be more than happy with their version of the arcade classic. Until Street Fighter II makes its appearance on the Genesis scene, Mortal Kombat's clearly the king of the Genesis beat-em-up hill.

The Moves

Trimming Down the Violence

Forget about it! With the inclusion of a Mortal Kode (Mode A), gamers can experience arcade play. Pull all of the original arcade Finishing Moves by hitting **Buttons A, B, A, C, A, B, and B** during the screen that reads "Codes of Honor."

RAYDEN



Plug in and power up with this engineer of electrical death!

Lightning Throw



To flip the switch on an enemy and toss some voltage their way, push Down, Toward, and A.

Superman



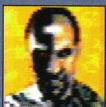
Make like the man of steel and fly right into an opponent by pressing Away, Away, and Toward.

FINISHING MOVE



Rayden sends a jolt of power that makes an opponent's head swim...right off their shoulders! Push Toward, Away, Away, Away, and then hit A. Make sure to stand close to your opponent when you begin this move.

KANO



This half-man, half-metal monstrosity can't wait to cut you up on the Genesis.

Roll Spin



You can play a death-defying game of dodge ball with this roll attack. Start at the bottom of your directional pad and make a full circle Toward a foe. Then, press Start again to hover over an opponent.

Knife



Play the blades by holding Start, then pushing Away and Toward. You'll send a gruesome memento of your metallic heritage.

FINISHING MOVE



Have a little heart, Kano! Get close to your opponent. Then, while holding down Start, push Away, Away, and A to plunge Kano's arm through an opponent's chest to pull out their beating heart. (No, he is not a member of the Surgical Board.)

JOHNNY CAGE



This pretty-boy hot-dog just doesn't know when to quit. Maybe you can teach him some humility.

Green Flame



Throw some flamboyant green fire at an enemy by pressing Away, Toward, and A.

Split Punch



Go for the jewel jab as Johnny splits and does some delicate damage by pressing Down and C.

FINISHING MOVE



This Uppercut goes right through you. Unfortunately, it takes your head with it. Push Toward three times, then hit A.

LIU KANG



This menace to society wants one thing more than anything else – to be the reigning Kombat Killer.

SUB-ZERO



This masked menace is a true warrior with a heart of cold.

SCORPION



The deadly insect he's named after won't even get near this cold-blooded, venomous killer.

SONYA



Sonya is sleek, sensual...and sadistic. Don't get too close, or you'll regret it.

Fireball



Nothing gets in the way of Kang's fatal fire storm. Pull it off by pressing Toward, Toward, and A.

Flying Kick



Fly like a lightning flash to land a killing kick by hitting Toward two times, then hitting B.

FINISHING MOVE



Although you're probably not going to see any body parts detach from an opponent, this Finishing Move is lethal nonetheless. To do a Helicopter Spin Kick followed by an Uppercut, begin at the top of your control pad and make a complete circle Toward a foe.

Freeze



This paralyzing power projectile is made possible by pressing Away, Down, Toward, and A.

Slide



Do this toppling tango by slip sliding Away, and pressing B and C simultaneously.

FINISHING MOVE



This brutal finisher plucks a head (spine attached) from an opponent's body. What a way to get ahead! Hit Toward, Down, Toward, and A.

Van Dam Spear



This come-hither move requires you to hit Away, Away, and A. Scorpion will send out a dagger and rope to yank you to his side of the arena.

Teleport



Don't you hate it when people show up unexpectedly? You can disappear from one end of the screen and show up next to an opponent with this trick! Press Down, Away, and A.

FINISHING MOVE



You'll find out what a hothead Scorpion is when he pulls off his mask and scorches you to ashes. You can do this by holding Start and pressing Up twice.

Ring Toss



Shoot rings of pure energy at a foe by holding A, moving Away, and then releasing A.

Square Wave Flight



When an opponent jumps, you can leap and counter with a vicious punch by pressing Toward, Away, and A.

FINISHING MOVE



I don't know what she's using for lipstick, but when Sonya sends this bubble kiss to you it ignites on contact. Blow Sonja's kiss by pushing Toward, Toward, Away, and Start.



LONG AGO, ON THE ENCHANTED ISLE OF AKKRILIC, IN THE LAND OF POLY-ESTIA, CHAOS REIGNED. THE MANY STRANGE INHABITANTS FOUGHT CONSTANTLY...

TAKE THAT!

OW! OOF!

THIS MEANS WAR!

AN OLD WIZARD, PENKINGO, GREW WEARY OF THIS UNSAVORY BEHAVIOR AND DECIDED TO TAKE DRASTIC MEASURES.



PENKINGO GATHERED HIS MAGICAL HAT, GLOVES AND BOOTS TOGETHER AND CAST THE MOST GNAarly SPELL OVER THEM. SUDDENLY, THEY WERE JOLTED TO LIFE IN A BURST OF ENERGY!

HEY!
THAT TICKLES!

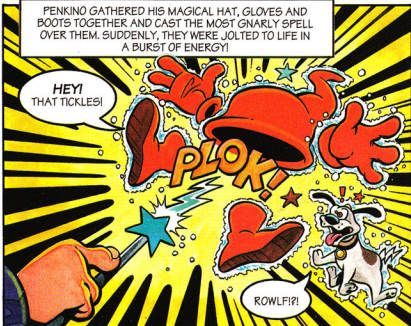
KA-POW!

PUT UP
YER DUKES!

I'LL TEACH YOU
RUFFIANS TO RAISE
SUCH A RUCKUS!

RUFF!

AIEEE!



ROWLF!?

THE FIRST OF A NOBLE NEW RACE WAS BORN -- A NEW LEADER, DESTINED TO RULE THE LAND IN PEACE AND HARMONY.

TO HIS DELIGHT, PENKINGO SOON DISCOVERED THAT PLOK POSSESSED AMAZING POWERS.



I HEREBY
DUB THEE PLOK
THE FIRST!

WHO, ME?



HEY, CHECK
THIS OUT!

THIS IS, LIKE,
WAY COOL!



TO PLOK AND THE WIZARD, THE PEACE OF AKKRILIC SEEMED ASSURED. BUT LITTLE DID THEY KNOW THAT A GRAVE NEW THREAT WAS HATCHING. UNWITTINGLY, PENKINGO HAD CREATED YET ANOTHER MUTATION WITH HIS MAGIC SPELL.

YOU SEE, HIS
DOG HAD FLEAS!..!

GAME BOY PROREVIEW



By Lawrence
of Arcadia

You probably never thought you'd see it, but this is no lie: Mortal Kombat is here for the Game Boy! Although it by no means matches the graphics or game play of the other versions, it's nice to know that Game Boy game players have not been forgotten.

Honey, I Shrank the Sprites

Mortal Kombat for the Game Boy is a one-player, six-stage fighter with the same basic Mortal Kombat themes. You play as one of six fighters (no Johnny Cage) against the other fighters, against yourself in a Mirror Match, past three endurance matches, on to Goro, and eventually to the ultimate showdown against Shang Tsung.

There are a number of regular moves, special moves, and Finishing Moves for each player (the same Finishing Moves found in the SNES version). If you think the moves on the other systems are hard to execute, wait until you try to pull a move on the Game Boy. The unresponsive two-button controls are almost impossible



RAYDEN



It's a wonder how the Game Boy can contain the wattage necessary to keep Rayden in line!

KANO



This guy is just as ugly (and deadly) on the small screen.

Lightning Throw



Jack up the juice and waste the watts by pressing Away, Toward, and Button B.

Roll Spin



Follow the bouncing Kano as he spins at chest height into an opponent. Press Toward, Down, and Away.

Superman



Hurl Rayden into the chest of an enemy by pressing Away, Away, Away, and Toward.

Knife



Move Away, Toward, and then hit Button B to get the knife action going.

to master. The game play is also abysmally slow, and the fighters don't always connect, even when they're close to an opponent.

As for the graphics, they are hard to see and very dark. Although the sprites fill the Game Boy screen, they don't move well.

The sound is almost nonexistent, as well. In the version we played, there was only tinny, muffled background music, and no other sounds.

From Screen to Scream

This is the hardest way to pick a fight in years. The frustrating controls and stunted game play will make you scream, not in terror but in frustration. If your eyes don't go first from squinting at the screen, your nerves will go from trying to play this game the way it's played in the arcade. This is one version of Mortal Kombat that isn't a knockout.

The Moves:

Trimming Down the Violence

As with the SNES version, this cart won't showcase any blood. Who would want to see greenish blood anyway?

FINISHING MOVE



You can electrocute an enemy into a dusty death by moving Away, Toward, Down, and High Block.

FINISHING MOVE

Kano punches a fist into the torso of an enemy, though nothing is pulled out. Press Down, Toward two times, and then hit A.

Game Boy Game Profile Mortal Kombat (By Acclaim)

If you've got a Game Boy, some time, and spare nerves, check out this arcade blockbuster. Beware, though, this is this game's weakest translation.

Graphics	Sound	Control	Feel/Action	Challenge
2.5	3.5	2.0	2.0	INT.
Price unavailable		Best-est-est		Introduce
Available September		One player		

MOR

LIU KANG



You get a lot of action on the Game Boy out of this fiery little fiend.

SUB-ZERO



This is the No-Good-Humor man, let me tell you! His blood would give a penguin frostbite.

SCORPION



This Scorpion will rock you like a hurricane.

SONYA



Kiss your macho butt goodbye when Sonya is in the ring.

Fireball



Fire off the first shot in the Komat war by pushing Away, Away, and then pressing B.

Freeze



Stop 'em cold in their tracks by hitting Away, Toward, and B.

Van Dam Spear



Grabbing someone by the throat and dragging them to your side of the room is not a nice way to meet people. If you don't care, then execute the Spear by pressing Away two times and then B.

Ring Toss



Push Away two times and then B to make Sonya fire beams of energy at an opponent.

Flying Kick



Your feet of fury will connect every time with this move if you hit Toward three times, then press B.

Slide



Do this low-sliding kick by pushing Toward, Down and Button B.

Teleport



Now you see me, now you don't! Hit Toward, Down, and A to gore where no man has gored before.

Scissor Grab



Sonya has her leg lock down! Push Down, then press A, B, and Up to flip into a handstand and toss your opponent to the ground.

FINISHING MOVE

The Helicopter/Uppercut combo is intact and still as cool to watch. Press Toward two times, Away, and Button B.

FINISHING MOVE

Crush some iced villains with this Finisher. Push Down two times, Button B, Down two times, and Up.

FINISHING MOVE

When Scorpion goes for his mask, go for the fire extinguisher! You can scorch this Finisher by pushing Toward three times, and then hitting A and B to Block.

FINISHING MOVE



You'd rather receive Kano's Knife than one of Sonya's kisses, which will char you to medium rare. Execute this move by hitting Away two times, Toward, and then A and B to Block.

RTAL KOMBAT

GAME GEAR PRO REVIEW



By The Lab Rat

Now here's a solid reason to run out and buy a Game Gear: Acclaim's *Mortal Kombat* for the Game Gear is everything its 16-bit big brother is, plus it's portable. It's a true arcade conversion brought to the small screen, complete with its own Mode A code.

Kool Kombat

Mortal Kombat for the Game Gear is a one- or two-player (using a Gear-to-Gear cable) fighter that allows you to pick one of six players (no Kano) in a fight to the finish. You again have to fight against all the fighters, against yourself in a Mirror Match, survive three endurance matches, and fight Goro to get to Shang Tsung. All the fighters have their special moves, combos, and Finishing Moves intact, straight from the arcade in all their gory glory. Pluck a miniaturized head from an opponent's body, char someone to cinders, knock a noggin' into the next Zip Code, and more. All this is possible in this Game Gear version.

Game Gear Game Profile **Mortal Kombat** (By Acclaim)

*The Game Gear version of **Mortal Kombat** is one of the hottest hand-held games around! You'll be amazed at how they squeezed all of the excitement of the Genesis version onto this small screen. Gear up for some of the hottest fighting action, yet!*

Graphics	Sound	Control	FunFactor	Challenge
Price unavailable		ADJ.		
Available September		Two players		
Beat-em-up		(via Gear-to-Gear cables)		

COVER
FEATURE

As for the graphics, they're excellent and well-detailed for such a small screen. You can see all the moves and backgrounds clearly, and the blood shoots from an opponent like water from a water gun. You'll be pleasantly surprised by the graphic detail of the Pit, Sub-Zero's head-popping move, Liu Kang's Fireball, and the rest of the game.

The music is just basic. It doesn't add or detract from the overall feel of the game. As for the sound effects, there are no groans, yells, or announcers in this version.

Kombat Klub

Like all the other versions, there's still a problem with the controls, and some special moves are very hard to execute. But even on the Easy setting, this game's a knuckle-buster. There's enough beat-em-up action here to challenge even those fight-wise gamers. Only a Game Gear version of *Street Fighter II Turbo* could possibly match the fun of this small-screen fighting cart.

The Moves:

Trimming Down the Violence

With the inclusion of a Mortal Kode for the Game Gear, gamers can experience Mode A play on the small screen. It actually looks bloodier than it does on the Genesis. To activate the code, wait for the screen that talks about "codes," then **press 2, 1, 2, Down, and Up.**

RAYDEN



How can anyone compare to He Who Controls Lightning?

Lightning Throw



Jolt a bolt and fry the guy (or gal) across from you by pushing Away, Down, Toward, and 1.

Superman



Away, Away, and Toward launches you to new lows against an opponent.

FINISHING MOVE



Rayden repeats the death move that electrifies and decapitates at the same time. Starting close to your opponent, move Toward, Away, Away, Away, then hit 1.

JOHNNY CAGE



Cage is the rage among women warriors, or at least he likes to think he is.

Green Flame



Fire away at an enemy by pushing Away, Toward, and 1.

Shadow Kick



You can double the pain by splitting into two Cages and kicking an opponent. How? Push Away, Toward, and 2.

FINISHING MOVE



Did your opponent really need that head? Oh well, Johnny knocks it clean off by pressing Toward three times and hitting 1.

LIU KANG



You can bang with Kang, or just hang. Either way, you're a dead man.

SUB-ZERO



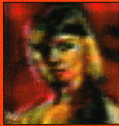
This last action Zero makes Arnold look puny.

SCORPION



Friendless, loveless, care-less... and he likes it that way.

SONYA



Sonya is a real cover girl. Unfortunately, the magazine she's on is Butt Kickers Monthly.

Fireball



In Liu of payment, you get a Fireball in the face when you push Toward two times and then press 1.

Freeze



Make an opponent stone cold in one move by hitting Down, Toward, and 1.

Van Dam Spear



Maybe if he said "Come Here, Please," he wouldn't have to use that dagger and rope. Pull off this move by pressing Away two times, and then 1.

Ring Toss



Play Ring Toss with someone's head as a stake by pushing Away and 1.

Flying Kick



Air Kang gets up-close and personal with this flying kick, which you execute by pushing Toward two times and pressing 2.

Slide



Knock an enemy off balance with Sub-Zero's low slide. Push Away two times, then simultaneously press 1 and 2.

Teleport



Opponents won't be able to turn around fast enough when you disappear and reappear by hitting Down, Away, and 1.

Scissor Grab



Men can't resist those legs...and Sonya can't resist using them on men who can't resist. To make this move, press Down, press 1 and 2 simultaneously.

FINISHING MOVE



Beginning with Down on the control pad, make a complete circle Toward a foe. You'll perform a Helicopter Spin Kick followed by an Uppercut. King Kang returns!

FINISHING MOVE



Head-yanking continues on the small screen! To execute, press Toward, Down, Toward, and 1.

FINISHING MOVE



Who was that masked man? Well, you remember what curiosity did to the cat? That's nothing compared to what Scorpion does to your body temperature. Hit Start, then press Up twice.

FINISHING MOVE



No one alive has told Sonya about her little breath problem. Well, at least no one outside of the Burn Unit. Throw the killer kiss by hitting Toward two times, Away two times, and Start.



By Lawrence
of Arcadia

More Brutal Bruisers and Beat-Em-Ups

These days, you can take it on the chin any way you like with a veritable bumper crop of one-on-one beat-em-up games. Check out the next two-player head-to-head generation of street-fightin' action, and get ready to go up against everything from Ninja Turtles to Clay Fighters.

World Heroes (SNES)

By Sunsoft

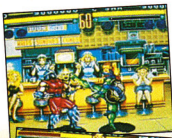


Last year's Neo-Geo arcade smash is back and in good form for its 16-bit debut. The SNES version captures most of the great graphics and smooth game play of the arcade title. In a prerelease version, the stunning backgrounds were close to the arcade originals', and most of the eight original arcade heroes' moves seemed intact. Do we need another hero? You bet we do. (For more, see ProReview, page 70) (Available September)



Teenage Mutant Ninja Turtles Tournament Fighter (SNES)

By Konami



The mean, green fighting machines are back, but with a new look and a new concept: street-fightin'-style action. Choose from a whole herd of fighters, including all four Turtles, Shredder, and more. The Turtles' new moves and grooves make this totally different from previous Turtles' carts. Fight the CPU or another gamer in shell-shocking, chin-rocking action. The graphics and animation in this cart are definitely a sight for black eyes. (Available Winter '93)

BEAT GAME

Clay Fighter (SNES)

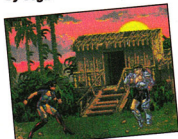
By Interplay



In a colorful twist on fighting games, you fight as one of eight comical clay fighters. These flexible, colorful bashers are among the most innovative characters seen in a fighting game to date. They're actually clay models that have been digitized for fantastic 16-bit game play on the SNES. Both the humor in this cart and the punch fiesta that the fighters throw will keep your sides sore. (Available December)

Eternal Champions (Genesis)

By Sega



This new, lush-looking cart from Sega features an incredible 24 MEGS OF NONSTOP ACTION! If that's not enough capital letters for you, THIS CART LOOKS GREAT!

Gathered from across eternity, each of the 11 fighters in this game has a unique style of martial arts. Pick one, and try to become the Eternal Champion. This cart also works with the Sega six-button controller and the Activator. (Available November)

EM UP ES! PREVIEWS!

Street Fighter II Turbo (SNES)

By Capcom



The World Warriors have a chip on their shoulder, and they're just waiting for some wannabe worm like you to knock it off. Got the guts? Well, get ready to lose them in this hyper, options-galore 20-meg revision of Street Fighter II for the SNES. This sleek new game will make your old SNES SF II cart look as outdated as an 8-track stereo. Want to boost your best game? Turbo charge it! (See our Pro-Strategy Guide in this issue for Street Fighter II Turbo tactics.) (Available now)

Street Fighter II Special Champion Edition (Genesis)

By Capcom



It's more, more, more SF II, but on the Genesis this time (sorry, SNES snivellers). This version of SF II includes the Champion Edition game play, as well as the Hyper Mode (turbocharged play) found in the SNES cart. It also includes a unique Tournament Mode, which enables gamers to run their own tournaments. (Available September)

Art of Fighting (SNES)

By Takara



World Heroes isn't the only Neo-Geo cart being ported over to the SNES. Last year's arcade smash, Art of Fighting, is a bruiser that boasts a fighting option and a story line! Fight through a back alley, a warehouse, an underground temple, and more. You can fight solo against 12 CPU fighters or challenge a friend, who won't be your friend for long once the fierce fighting and gruesome beatings are over. (Available October)

Time Killers (SNES)

By TH*Q



SNES version may vary.

Fame and gory are yours with this very brutal slasher that's being ported over from the arcade onto the SNES. Time Killers is a true hack job, where you'll see more body parts than a worker at a donor center. If that's your cup of tea, well, you need less tea and more therapy. (Available January '94)

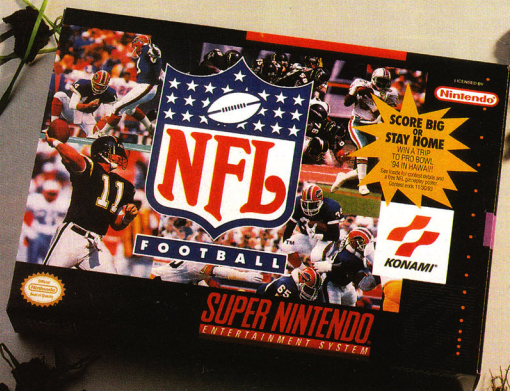
Samurai Shodown (Neo-Geo)

By SNK



Neo-Geo owners won't be left out of the bruise cruise. Samurai Shodown will be a chop shop of horrors, providing gruesome game play and graphic action in realistic Neo-Geo fashion. If you're upset that your Neo-Geo titles are being crammed into 16 bits at a much lower cost, don't worry: This one is for Neo-Geo owners only. (Available Fall '93)

YOU'VE ALWAYS DREAMED OF PLAYING IN THE NFL.





Wake up and smell the locker room. Konami has sealed your multi-million dollar contract with NFL™ Football for the Super NES®

High step with the best when you run with the pros.

Find yourself in an arena of giant hulksters running, stiff arming, spinning, bursting, diving and basically trying to rip each other's heads off. In the heat of battle, a fumble could lead to a 60 yard TD run. The running game here is second to none. You can also gain yardage with intricate and challenging passing plays. Master each move with the precision of a pro whether you decide to go

Across the Middle in heavy traffic or run a Post Pattern long.

Stop runaway freight trains with your bare hands.

Commanding the action takes all six buttons on the Super NES controller. Use them to harness the power of these speeding walls of steel. Each athlete moves with smooth accuracy digitized from actual human movement. So with great agility they will carve a tunnel in your torso.



Mode 7. More exposure than the swimsuit issue.

You'll have plenty of camera exposure in the only football game to fully harness the Mode 7 power of your Super NES. The radar Mode 7 coverage zooms in at just the right moment so you don't miss a single bone-crushing play. Not your run-of-the-mill cheap visual thrill.



Fly with official NFL teams and colors.

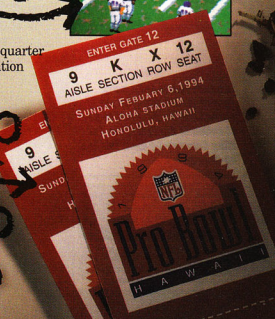
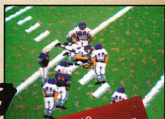
You own all 28 pro teams armored with their official team colors. Play in the authentic stadiums where the gridiron greets battle. Go from the artificial turf and glaring lights of the Dome to the frozen tundra of Cleveland outdoors. Snow and mud get worse as the game goes on till you're wishing stickem was legal again.

You make the call.

Grab the controls, make it happen. Execute your strategy using two playbooks - one standard NFL, the other geared to each team's trademarks. The exclusive Artificial Intelligence feature helps determine the most devastating course of action depending on field position, down, yards-to-go, time remaining, quarter and score. Call your audibles and show the opposition how it goes. Stick a fork in 'em, they're done!

SCORE BIG OR STAY HOME.

Win a trip for 2 to Pro Bowl '94 in Hawaii! Check the September, 1993, Vol. 52 issue of *POWER* magazine for the password that gets you into the special contest level. See game package for details.



KONAMI®

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SUPER NES PRO REVIEW



By **Kamikaze**

In *Wing Commander* by Mindscape

you literally kicked tail as you blasted the evil cat people of the Kiltrathi Empire out of the galaxy. Well, the cats are back and this time they possess the purr-fect planet-busting weapon! They'll stop at nothing to turn the Terran Federation into cosmic kitty litter.

cific mission goals depending on your success or failure during the previous mission.



You're back as second lieutenant
[ENTER YOUR NAME HERE].

Here Kitty, Kitty

As in the first game, you work your way up through the ranks as you eventually fly four brand new types of Terran fighters. Passwords enable you to save your progress in the face of frequent death.

You must track down several massive Kiltrathi star ships, while clearing the spaceways of pesky interceptors. The cat-like Kiltrathi attack in packs, and you're always outnumbered.

Futuristic Controls

Secret Missions requires you to keep your fingers and your mind loose. Flying requires pressing all the buttons on the SNES controller at one time or another. Ship-to-ship fights are tough thumb-mashing encounters. If you played the first game, no problem! However, rookie pilots would do well to practice, or they may make a fatally errant button-press during a critical moment.

THE SECRET MISSIONS

Wing Commander 2

Wing Commander: The Secret Missions is a top-notch, single-player space combat simulator with a first-person perspective. Once again you're based aboard the massive Tiger's Claw. Your goal is to wipe out the last desperate forces of the Kiltrathi empire. You can fly as many as 16 missions. However, the game changes your spe-

If you played the first game, you've seen all the sights and heard all the sounds in *Secret Missions*. The outer space combat graphics are sharp, and during a dogfight your view of enemy ships can shift from several thousand kilometers out to a hull-mashing close encounter. The cinematic story sequences shine, particularly the spectacular death scenes. Unfortunately, your eyes only enjoy this treat when you meet defeat. The melodramatic music and the bruising blaster sound effects star among the sounds.

At least, Laser Bolt Guns and four types of missiles enable you to fricassee the felines. However, your most helpful high-tech tools are your main screen, which puts a clear view of outer space directly in front of you, and the Radar Display, which gives you a 360-degree digital view of the space around your ship during combat.



PROTIP: During dogfights, reduce your speed to 100 kilometers per second or less, or you'll zip past most Kiltrathi ships. If you need a quick burst of speed, you can always use your afterburners.



PROTIP: If you want to draw Kiltrathi pilots away from a ship they're attacking, taunt them via your communicator.

PROTIP: If your wing man calls for help, help him!



PROTIP: If the Kiltrathi are on your trail, pull a tight loop or come to a quick stop. You'll usually be able to turn tables.

In addition to guiding your ship, you must learn to quickly read your cockpit computer



Iceman, Maniac, Angel, and the rest of the Tiger's Claw Gang are back, too.

SNES Game ProFile
**Wing Commander:
The Secret Missions**
(By Mindscape)

This cart dishes out a hefty dose of good-looking space combat, but be prepared to pay attention to the flying, too. For Wing Commander fans, this is a no-brainer.



Price not available
8 megs
Available September
Combat flight simulator
One player
Passwords



display as it flips through several essential shipboard tasks – fire up the afterburners, display a Navigation Map, cycle between missiles and laser cannons, communicate with your wing man, and check damage control systems. When you get really good at the controls, you can even taunt your Kilrathi enemies.



Get to know your cockpit instruments. They'll save your life!

Catty Challenge

In space, no one can hear you scream. However, back on Earth, Mindscape must have heard legions of Wing Commander players howl as they bumped heads against the game's murderous challenge. Secret Missions is decidedly

easier. Even the practice simulator in the pilot's lounge is much easier to beat.



Even the practice simulator in the Tiger's Claw is easier.

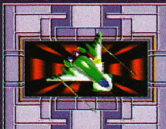
Secret Missions offers two skill levels, Rookie and Ace. Rookie is just right for first-time space cadets or players who have a low tolerance for defeat. Ace is tough, but it's easier than the first game, because now your Laser Bolt Guns are much more effective. You'll do more flyin' and less dyin' during dogfights with the Kilrathi. Also, new long-range firepower enables you to consistently blow away Kilrathi fighters from afar, unlike in the original Wing Commander.

PROTIP: Save missiles for large Kilrathi vessels.



PROTIP: Take long-range Laser Bolt shots as often as you can.

Just the same, Missions doesn't blast off without a hitch. Even though Mindscape made a great effort to juice the adrenaline level in Secret Missions, sometimes you'll still find yourself rocketing through several minutes of dead space as you search for bad guys. As in the original, you fly with wing men. However, this time out you cannot direct them toward your enemies.



PROTIP: You can land on the Tiger's Claw at any speed.

PROTIP: If a Kilrathi ship makes a hit-and-run attack, it almost always returns to shoot you. Be patient, be prepared.



PROTIP: If you encounter asteroids, reduce your speed to around 100 kilometers-per-second for better maneuverability.

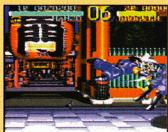
It's a Wing Ding

Wing Commander: The Secret Missions won't remain a secret for long. The original is only for serious space aces. By gearing down the overall challenge slightly and adding a Rookie skill level, Secret Missions opens up the war against the Kilrathi to rocket jockeys of all calibers. If outer space combat makes your thumbs twitch, you can bet a cat's asteroid that you'll enjoy this cart. **6**



By The Tummyator

For you gamers who look longingly at the Neo-Geo, but cringe at its steep price, take heart. Many Neo-Geo favorites are being converted to other systems (see our PreView of Art of Fighting, page 83). This fall, Sunsoft has World Heroes for the SNES, and it's a very close representation of the arcade classic.



PROTIP: Hanzou has a field day with his opponents by tring them low, and then trapping them into corners. Follow low kicks with a Hurricane Spin.

Vast Action Heroes

World Heroes is a one- or two-player side-scrolling fighting game that sends you travelling through time to take on the toughest heroes of the world. You pick from eight buffed bruisers to fight your way into the record books as

the greatest World Hero of all-time. The fighters you don't pick come back to haunt you as opponents. You can be anything from a sword-swinging woman warrior (Janne), to a maniacal ex-wrestler (Muscle Power), a martial arts menacer (K. Dragon), or a cyborg storm trooper (Brocken), among others.



PROTIP: Janne can use her sword for an improved head tap. When leaping over an opponent, tap B twice and you can score two hits.

You fight a best-two-out-of-three match, and it's a no-holds-barred, bust-em-up bonanza. After beating the rest of the heroes senseless, you have to battle with Gee Gus, a mystical liquid-metal fighter who transforms himself into any of the World Heroes. In addition to regular matches, you can also play a Death Match, where you have to contend with your opponent and a ring that contains mines, electrified ropes, flaming ropes, and so on.



This is one Mad Monk, and he's not worried that his slip might be showing.

WORLD HEROES

Each fighter has a unique set of special moves, and some of the moves are just as great to watch as they are to execute. K. Dragon calls forth the spirit of the dragon and busts out on the screen with a Dragon Kick, while Fuuma and Hanzou can execute the Ipo Korin Kazan (a sideways slashing body maneuver that creates a human whirlwind). Need more proof that everything from the arcade version is here? How about Rasputin's heavy-handed crusher, Brocken's Grenade Launcher, or Janne's Aura Flame Bird? They're all here in glorious 16-bit color.



PROTIP: Brocken can counter air moves with his Hurricane Arm. Go low on the 'borg and take out his legs.

Along with vicious kick-and-punch moves, you can also block, throw, and deal out some of the greatest multi-hit combos that fighting games have ever seen. You can score four- and five-hit

moves like they were going out of style. You may even find that some of the moves are too easy to win with, and trapping opponents in the corner works here, just like it did in the arcade.



PROTIP: Only use Dragon's Dragon Kick when your opponent is already in the air and coming down. If you try to use it when your opponent is standing, you'll land defenseless, while your opponent gets ready to throw you.



You would have to fight a lot, too, if your name were Gee Gus.

Fashion Fighting

The showcase graphics of the Neo-Geo have translated very well to the SNES. All the vivid backgrounds, including ancient Mongolia, a skyscraper scaf-

SNES Game Profile
World Heroes
(By Sunsoft)

Do we need another hero? Yes we do, and Sunsoft delivers in this arcade port-over for the SNES. It looks very close to the original, although the sound suffers. Check it out.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	5.0	Intermediate

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fold, and a Chinese martial arts temple, are well-illustrated and intact from the Geo.

The movements of the screen-filling sprites are glitchless and smooth, and all the moves are easy to execute. The World

Heroes actually seem faster in this SNES version than they did in the Neo-Geo, plus they're detailed right down

to their facial expressions.

The sacrifice in this game may have been the sound. Although the SNES tries for a faithful recreation of the music and sound effects from the arcade game, it comes off tinny and muffled. The smaller effects, like Janne's laugh, are not up to par with the rest of the game. Still, you'll be amazed at the way this cart looks and plays, even if you have to turn the volume down.

Fistfight Fiesta

The game starts out on medium difficulty, but adjusts if you want to hit the hard stuff. The arcade version is probably equivalent to the Medium Setting on the SNES cart.



PROTIP: Janne's sliding kick will pass right under most projectiles.

You'll enjoy World Heroes, even if you never played the original arcade version. Its many special moves and combos helps to further complicate the crowded field of great fighting games coming out this month (see our "Brutal Beat-Em-Ups" section, page 64). Whichever game you choose, keep the Heroes in mind. We all need someone to look up to, even when they knock us down. **6**



PROTIP: Dragon can double-bounce off a wall if you hit up on the directional pad while he's already in the air.



PROTIP: Rasputin wants to get his hands on you, so learn how to come in with flying kicks to counter him. He can't catch you if you're in the air all the time.



PROTIP: Counter Hanzou or Fuuma's Hurricane Spin with a Standing Heavy Kick.



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#1 OF 2

PRO STRATEGY GUIDE

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TURBO

16 Pages
of New Moves,
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BALROG



BLANKA



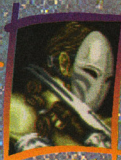
CHUN-LI



DHALSIM



E. HONDA



VEGA

PLUS:

The Secret to Successful Combos and the NEW Special Endings Revealed!



By Slasher Quan

(Special Thanks to Erik Suzuki, Joel Pambid, David Winstead, and James Goddard of Capcom USA!)

The TURBO edition of SF II has hit the streets fighting! To help you hang tough in this SNES super sequel, we're featur-

ing two ProStrategy Guides packed with all the best-kept secrets of the World Warriors. This issue, we put the moves on Blanka, Chun Li, E. Honda, Dhalsim, Balrog, and Vega. We've also provided an explanation on the hard-to-do combination attacks. (See page 132 for a GameBusters photo guide to the special endings in SF II Turbo.)

Next issue we'll fight it out with Guile, Zangief, Ryu, Ken, Sagat, and M. Bison. We'll also rank the 12 characters to show you who's the best, and reveal some bonus "Expert" strategies. So what are you waiting for? Rip into these tips!

LEGEND

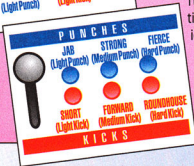
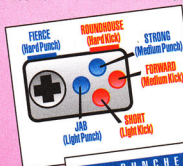
Key to Commands

Toward: Push the controller horizontally in the direction of the opponent.

Back: Push the controller horizontally in the opposite direction of the opponent.

Charge: Hold the controller in the direction indicated for two seconds (unless a different amount of time is noted). There are two basic Charges: Charge Back and Charge Down. The Charge that requires holding down three attack buttons is rarely used.

A Note about Throws: All throws are listed as "push Toward." However, you can also do any throw in SF II Turbo by pushing Back plus the appropriate attack button.



The Instruction Manual

All the basic moves in this ProStrategy guide are also explained in the manual packaged with the game. However, please note that the following moves are incorrectly described in the manual: Chun Li's midair Whirlwind Kick, Dhalsim's Yoga Teleport, Balrog's Turn Punch, Vega's Claw Dive and Wall Leap, Vega's Backflip (not even listed), and M. Bison's Scissor Kick. The correct tips appear in these guides.

Normal Mode vs. Turbo Mode: What's the Difference?

Most of the moves outlined in this strategy guide can be used in either Normal (Championship Edition) Mode or Turbo Mode. However, there are certain techniques and combos that can be used only in Turbo Mode. We labeled these Turbo-specific tips with this icon:



Executing combinations is probably the single most complicated aspect of SF II, but combos are what separate the Street Fighters from the sleep fighters — so pay attention! A combo is any series of attacks that the opponent can't block if the first hit in the series connects. Here's how it works.

Rule #1: Target Points

There are three target points on an enemy's body — head, chest, and feet. You can hit the head while jumping, the body while standing, and the feet while ducking. To use a combo, you must alternate your hits between these three target points.



A correct, deep first hit



An incorrect first hit



There are three target points in SF II — the head, the chest, and the feet.

Rule #2: The First Hit

In order for any combo to work, the first hit (almost always a jumping attack) must be made just before you land and when you're extremely close to the enemy. This is called hitting an enemy "deep" within their on-screen sprite. If you hit an enemy too high up

or from too far away, they'll have time to recover from the first shot and will always block the second hit.

Rule #3: The Timing of the Animation

If the first hit connects, you must use controlled and precise button presses to finish a combo. You'll notice that you must time your attacks to the animation of the character. For example, while Guile is "stuck" in the animation frame of his standing Fierce Uppercut, he can't do anything for a split second. Learn how long each animation frame lasts, and time your button presses to coincide with the changing of the animation frames. This especially holds true for Fierce Punches, Roundhouse Kicks, and Fireballs.

THE SECRET



LET TO SUCCESSFUL COMBINATIONS



Rule #6: Combo when Dizzy

The best time to use a combo is when an opponent is dizzy.

When an enemy is dizzy, they can't block the first hit, so your entire combo will connect if you do it right.



Always, always, always bust a combo when they're dizzy!

Rule #7: Massive Damage

The whole reason to use a combo is to inflict lots of damage. A throw (the second-best attack) will typically drain 20 to 25% of the enemy's life-line, whereas a good combo can steal 30 to 45% of the opponent's energy!

Rule #8: Find a Combo

Combos are very quirky. If the speed of all the moves together isn't fast enough, the combo can be blocked midway through and therefore isn't a true combo. No combo is 100% consistent, but the combos in this Strategy Guide are tested and are very reliable. If you'd like to create your own combos, remember all the rules and experiment! To test your combo, have a friend block after you deliver the first hit in the combo. If he can block after the first hit, the combo probably doesn't work.

complete the Fireball motion and press Fireball again to throw the Fireball. The result? Both moves are animated very quickly on the screen. You can use two-in-ones on their own, or as part of a combo. Any combo that concludes with a special technique probably has a two-in-one.

Rule #5: Blocked Combos

You can use a combo at any time during the game. If the opponent tries to block your first attack and misses, then go ahead and complete the combo to make them dizzy. However, most advanced players will block well, and you won't be able to connect with your combo.



Time your button presses with the animation display.

Rule #4: Two-in-Ones

Many combos include two-in-one moves, which you positively must learn if you want to win. Think of a two-in-one as two moves stuck together. Imagine sticking a Fierce Punch inside a Fireball. For example, in Ryu's Fireball two-in-one, you must press Fierce midway through the Fireball to throw a punch, and then immediately



A two-in-one is a move stuck "inside" of another move. Bison can throw a crouching Jab as he does the Psycho Crusher.



Even if the opponent blocks a combo, do it anyway. You'll push them away and inflict a little damage.



BLANKA



TURBO PROFILE

Blanka was one of those on-the-cusp characters who only needed minor fine-tuning in SF II Turbo. His Vertical Rolling Attack helps him keep up with Ryu and Ken's Dragon Punch, Guile's Flash Kick, and other high hitters. The crouching Fierce counter is also a nice addition.

OLD MOVIES

Psych-Out Trap

Blanka's old Rolling Attack was too wild for many players, so Capcom added some new tricks to the move.



1) Use Blanka's Jab-Button Roll to stop short in front of an opponent.



2) This will often trick them into using their special techniques, such as Sagat's Tiger Uppercut and Guile's Flash Kick.



3) Then, zap them with Electricity as they land.

NEW STRATEGIES

Head Butt



Press **Toward** plus **Strong Punch**.

Head Bite



Press **Toward** plus **Fierce Punch**.

Scoop



Execute a **Standing Fierce Punch**.

Double-Hit Knee



Press **Toward** plus **Forward Kick**.

Roll into Electricity



1) After you knock an enemy down, roll **Toward** the fallen foe and rapidly tap any punch button.



2) Land on and **Electrify** the enemy after you've recovered from the Roll!

Roll into Bite



1) If your opponent is a full screen away from you, use a **Strong Rolling Attack**.



2) If you're close to the opponent when you land, immediately press **Toward** and **Strong** for an instant **Head Bite** move.



3) If you're approximately half of a screen away from the enemy, use a **Jab Rolling Attack** to Roll into the Bite.

NEW-AND-IMPROVED MOVES

Vertical Rolling Attack



Charge Down, then press Up plus any kick.

Rolling Attack



Charge back and press Toward plus any punch. You'll stop over an enemy's fallen body instead of rolling past it.

Faster Electricity



Rapidly tap any punch button.

Crouching Fierce Counter



Blanka's crouching Fierce is the best way to keep him in the game against Fire-Users, like Guile, Ryu, and Ken. Use Blanka's crouching Fierce to either nullify an enemy's Fireball or to trade hits one-for-one.

NEW COMBOS

Electricity Combo



1) Jump Toward the enemy and throw a Strong Punch.



2) As you fall, rapidly tap Strong to induce shock therapy. Even if they block the Strong, you'll suck away some of their life!

Death from Above



1) Use a Vertical Rolling Attack and land on your opponent. As you fall, Charge Back.

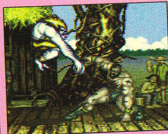


2) When you land, throw a Forward while crouching close and still Charging.



3) As you do the Forward, immediately press Toward and any punch to bust a regular Rolling Attack. This combo is easier to execute than the Vertical Rolling Combo, but it's not as stylish.

Don't Get Swept Away



A good counter to low blows is Blanka's leaping Fierce punch. To counter most foot-sweep attacks, hit an enemy with the Fierce just before you land.

Vertical Rolling Combo



1) Do a Vertical Rolling Attack and land on your opponent. As you fall, Charge Down.



2) When you land, begin the controller motion for the Vertical Rolling Attack. As you stand up, throw a Strong Punch.



3) As the Strong Punch is thrown, push Up and any kick to do the Roll. This three-hit is extremely difficult...and deadly!



CHUN LI



TURBO PROFILE

Chun Li was seen as way too weak in the earlier games...and with good reason! Her Fireball is the much-needed addition that lets her escape Ryu and Ken's ridiculous Fireball/Dragon Punch trap. Her Whirlwind Kick is also no longer useless, now that it takes her only one second to charge! Like the other World Warriors, Chun Li can no longer Re-Dizzy opponents with her Toe-Tap combo.

Ground Throw



Press **Toward** plus **Fierce**.

Wall Spring



Jump **Back** and press **Toward** when you touch the side of the screen.

Foot Sweep



Crouch and push **Roundhouse**.

Fierce in Yer Face



Stand still and press **Fierce**.

Faster Lightning Leg



Rapidly tap any kick button.

NEW-AND-IMPROVED MOVES

The Wild New Whirlwind Kick



A Higher Power



1) Chun Li can catch some serious air with her improved Whirlwind Kick, without having to bounce off the wall. Charge **Down** for one second, then press **Up**. Wait for a fraction of a second after you've pressed **Up**, then hit any kick button. If you time this correctly, you can pass over Fireballs with Chun's Whirlwind Kick.



2) Here's what the regular Whirlwind Kick, which can't pass over Fireballs, looks like. Remember, the timing of the kick button is the key to doing this move correctly. If you wait too long, you'll lose your Charge and do a regular jump instead.

Do It In Midair



1) Chun Li can also Whirlwind off the wall. To do the **Wall Spring**, jump **Toward** or **Back** and, as you touch the wall, push in the opposite direction. As you do this, hold **Down** for one second to Charge.



2) At any point after rebounding off the wall, press **Up** and any kick to execute the Whirlwind. This is a good escape tactic.

OLD MOVIES

Head Stomp



Jump **Toward**, hold **Down**, and press **Forward**.

Air Throw



Jump **Toward** and press **Fierce** or **Strong** when close to an enemy.

Fipping Neck Breaker



Stand close to the enemy and press **Toward** plus **Roundhouse** to flip into the air and nail the enemy on the way down with the **Fipping Neck Breaker**. If you'd like to use this move as a pattern, try this. After knocking down the opponent, walk **Towards** the fallen body. Just as they bounce on the ground a second time, do another **Fipping Neck Breaker**. If your timing is right, Chun Li's feet will seem to pass through the floor and you'll hit the enemy low. Do this move again and again - it's very difficult to block!

Chest Flip Kick



From a close standing position, push **Toward** plus **Forward** to deliver a deadly kick to the chest.

Fireball



Press **Back**, **Down-Back**, **Down**, **Down-Toward**, **Toward**, and any **punch** button.

NEW COMBOS

Whirlwind through Fireballs



Like many characters, Chun Li now has a fire-resistant move - her **Whirlwind Kick**. When a fire-using enemy is close to you, **Charge Down**. Then, right before a **Fireball** hits you, press **Up** plus **kick**. You can pass through the **Fireballs** and hit the enemy up to two times if you do this move correctly.

Catch Up to It



1) Chun Li's **Fireball** is too slow to use as part of a two-in-one or as part of a combo, but there is a crafty way you can do a **Fireball** two-hit. First, stand a full screen away from the enemy (they must be cornered against the left or right side of the screen). Then, throw a slow **Jab-Button Fireball**.



2) Run after the **Fireball**, and trail it as it hits the enemy.



3) Follow up the **Fireball** with a standing **Fierce** punch. This is a "sucker" strategy, but it's worth a try...and it looks cool!

Toe Tap and Run



1) Jump **Toward** the enemy, hold **Down**, and rapidly tap the **Forward** kick button. Try to land so that Chun Li's heel is as deep "inside" the enemy's sprite as possible.



2) Continue to execute the **Toe Tap** while holding **Down** to **Charge**.



3) After scoring up to three **Toe Taps**, press **Up** and **Kick** to bust a midair **Whirlwind Kick!** This enables you to escape from the enemy and avoid getting thrown.

Lightning Strikes Thrice



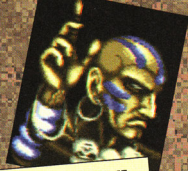
1) Jump **Toward** the enemy with a **Fierce** Punch.



2) As Chun Li lands, throw a standing **Fierce** Punch. As you press **Fierce**, immediately start pressing a **Roundhouse** as fast as possible.



3) After the **Fierce** Punch's animation is completed, the **Lightning Leg** attack will kick in.



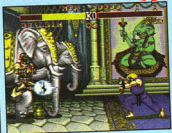
DHALSIM



TURBO PROFILE
 Dhalsim was just a tad too weak in the earlier SF II games, so his Yoga Teleport is a good addition to his arsenal. Dhalsim now has the potential to beat any other character in the game. To win, though, you'll need to be able to Teleport consistently, which is much easier to do with an arcade-style joystick than with the standard SNES controller.

OLD MOVIES

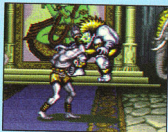
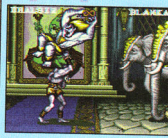
In the Throws of a Fireball



When an enemy tosses a Fireball at you, immediately Teleport and reappear behind them. Then use the Arm Throw! This is especially effective against Ryu and Ken.

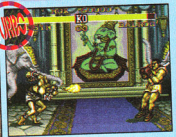
NEW STRATEGIES

Chop 'Em Up



Don't get caught in the cross fire of a deadly combo. If an opponent jumps you, use a standing Jab chop just before impact to counter their move.

Frozen Throw



Use a Yoga Fire from a full screen's distance away from the enemy. If they block the Fire, immediately Teleport behind them and use an Arm Throw! You can Throw them because they'll be "frozen" in place for a split second during their block.

Arm Throw



Push Toward plus Fierce.

Yoga Fire



Push Down, Down-Toward, Toward, and any punch button.

Yoga Flame



Push Back, Down-Back, Down, Down-Toward, Toward, and any punch button.

Slide



Push Down plus any Kick.

Double-Hit Head Butt



Move close, stand still, and press Fierce.

Yoga Nugie

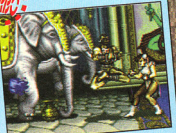


Push Toward plus Strong.

Hit and Teleport Tactics



1) Dhalsim's Yoga Teleport is more than just a slick defensive move! If an opponent tries a close-up Fireball, nail them with a close crouching Short Slide, a standing Jab, or a standing Strong Slap.



2) During the first attack, begin the motion to disappear, then execute the Teleport just as you complete the move for a Teleport two-in-one. You'll Teleport before the enemy can counterattack.

NEW-AND-IMPROVED MOVES

Instant Yoga Mummy



Jump Up. At any point in the jump, press Down plus Fierce.

Yoga Teleport



Dhalsim can disappear and reappear in four different positions. Where Dhalsim reappears is determined by the controller motion used, whether punches or kicks are used, and the position of the screen. Here's how it works:

Appear Behind your Opponent



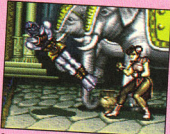
Close: Press Toward, Down, Down-Toward, and all three punch buttons.



Far: Press Toward, Down, Down-Toward, and all three kick buttons.

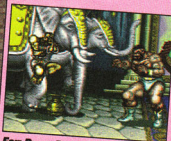
NOTE: If there's no room on the screen for Dhalsim to Teleport to, he will "stop" and appear at the edge of the screen. This can be very dangerous, as opponents can then trap you!

Instant Yoga Spear



Jump Up. At any point in the jump, press Down plus a Roundhouse.

Appear in Front of your Opponent



Far: Press Back, Down, Down-Back, and all three kick buttons.



Close: Press Back, Down, Down-Back, and all three punch buttons.

NEW COMBOS

Fired Up Two-in-Ones



- 1) Throw a close crouching Short Kick, Forward Ankle Kick, or Jab Punch. As you make this attack, begin the motion for a Yoga Fire or a Yoga Flame.
- 2) Complete the Fire or Flame for a hot two-in-one.

Put Out that Fire



Ken and Ryu can now use their Hurricane Kicks to pass over Dhalsim's Yoga Fire and nail him. Be careful when you get Fired up against these martial artists!

NEW WEAKNESSES

Arms and Legs Vulnerability



Dhalsim has always been known as a "cheap" character because of his Yoga Fire/Roundhouse trap



tactic, so Capcom made his long limbs easier to counter with Jab Punches.



E. HONDA



TURBO PROFILE

Overall, E. Honda was slightly weaker than other fighters in the previous SF II games, so his new Sumo Smash gives him that extra needed "vertical" attack to match Blanka, Sagat, Guile, Ryu, Ken, and the rest of the gang. The faster Head Butt makes his invincibility tactic especially deadly.

OLD MOVES

Standing Foot Sweep



From a distance of half an inch away, stand still and press a Roundhouse.

Double-Hit Kick



Move close to the opponent, stand still, and press a Roundhouse.

Sumo Splash



Jump Toward, hold Down, and press Forward.

Bear Hug



Push Toward plus Fierce.

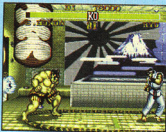
Don't Get Burned



Just before a Fireball hits you, execute the Sumo Smash move to pass right through it! This will work on any projectile, except Sagat's high Tiger Shot. If you're close to Ryu or Ken, you can dodge their Fireballs and hit them at the same time with a Roundhouse Sumo Smash.

NEW STRATEGIES

Head into the Fire



Your Jab Head Butt can also pass through Fireballs. Just before any Fireball hits you, execute the Head Butt to pass right through it. This is a very hard move to execute.

Invincible Head Butt



You may have heard rumors of E. Honda's invincible Head Butt. Well, it works - and it's better than ever with Turbo's increased speed!



Just before a jumping opponent hits you, do a Jab-Button Sumo Head Butt. You'll pass through the attack and nail the enemy.

Throw



Push Toward plus Strong.

Butt Crush



Jump Toward, hold Down, and press Short.

Double-Hit Knee



Stand close to the opponent, crouch without moving, and press Forward.

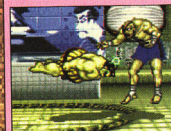
NEW-AND-IMPROVED MOVES

Knee Bash



Push Toward plus a Roundhouse.

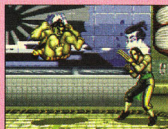
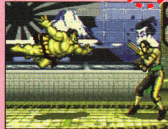
Faster Sumo Head Butt



Charge Back, push Toward, and press:

- 1) Jab to stop short in front of an opponent.
- 2) Strong to travel a full screen distance.
- 3) Fierce for long range and speed.

Sumo Smash



Charge Down and push Up plus any kick button.

Moving Hundred Hand Slap



Rapidly tap any punch button and use the controller to move while Slapping. This will trap opponents in a corner.

Stop Slapping Me



In the original arcade Champion Edition, players complained that Honda's Moving Hundred Hand Slap resulted in cheap corner-trap tactics. No one likes a cheap shot, so in this version most opponents can use a Jab to counter his Hands.

NEW COMBOS

Slapped Around



1) Leap Toward an opponent and throw a flying Fierce Punch or Roundhouse Kick. As you do this airborne move, rapidly jam on any punch button.

2) Continue to tap the punch button, and you'll bust a Hundred Hand Slap when you land. Even if the enemy blocks the move, you'll slap away their energy!

Body Splash Combo



1) Leap Toward an enemy and position yourself to land on the other side of their body. Just before you land, press Forward to take a dive with Honda's Sumo Splash.

2) Land, turn around, and immediately press Forward while crouching close.

3) The Forward will double-hit the opponent.

NEW WEAKNESSES



BALROG



TURBO PROFILE

When he was a computer-only character, Balrog had a very limited repertoire of moves, and no throws. Capcom gave the boxer a Head Butt as a token hold-type move, but he still doesn't have any kicks. Balrog was probably the weakest character in the U.S. Champion Edition arcade game. Now, the Final Punch has been added to both the Normal and Turbo Modes, giving him a deadly surprise that picks up some of his slack. Like the other fighters, Balrog's best combo, the Six-Hit, won't Re-Dizzy.

NEW-AND-IMPROVED MOVES

Fist Sweep



Crouch and push a Roundhouse. This move looks like it hits high, when it actually hits below the belt. Use it to deck enemies when they block high.

Dashing Punch



Charge Back and push Toward plus any punch button. This move now hits high... and low, so opponents can't duck under it. Combos are now much easier to do, and harder for your opponents to avoid.

Final Punch



- 1) Hold down all three punch buttons or all three kick buttons to Charge energy. For every two seconds you Charge Balrog's Turn Punch, you increase the amount of damage he does by about 10%.
- 2) If you Charge for 60 seconds before releasing the Turn Punch, you'll max out the amount of damage you can do! The Final Punch wipes out approximately half of your opponent's energy.

OLD MOVIES

Dashing Uppercut



Charge Back, and push Toward plus any kick button. This move will knock enemies out of the air.

NEW WEAKNESSES

Sober Up this Punch Drunk



Balrog's punches packed too much power in the arcade Champion Edition, so now some of his regular standing punches can be countered with Jabs.

Turn Punch



To Charge, hold down all three punch or kick buttons for one second, then release the buttons. The Turn Punch has been improved: The longer you Charge, the faster, farther, and harder you'll hit.

Head Butt



Push Toward plus Strong or Fierce.

NEW COMBOS

Pure Punching



1) Here's a basic Balrog combo: Jump Toward your opponent with a Fierce Punch.



2) Land, crouch close, and nail them with a Jab.



3) Polish off the combo with a crouching Roundhouse.

A Dash of Devastation



1) While Charging your Dashing Punch, leap Toward your adversary and strike him with any kick button.



2) Land, and immediately throw a close standing Short while you continue to Charge.



3) As you use the Short, immediately complete the controller motion to let the Dashing Punch fly.

Six or One-Half Dozen of the Slugger



Counter those Low Blows



In the arcade Champion Edition, Balrog couldn't stop certain low kicks, especially Guile's crouching Roundhouse and Forward. Now Balrog can counter these hits with a crouching Forward.

Standing Upper Counter



Balrog's standing Strong Punch Uppercut is a great counter move to take down jumping opponents.

NEW STRATEGIES

Get a Head Start



If you miss a Dashing Punch or Dashing Uppercut, immediately push Toward plus Fierce to grab them in a Head Butt.

Invulnerable Turn Punch



Like other characters, Balrog has a move that makes him invincible to Fireballs. After Charging for one or two seconds (no longer), execute his Turn Punch the instant before a Fireball hits him and he'll be able to run right through it. This makes Balrog untouchable from the torso down. This technique won't work with the Final Punch.

1) This is Balrog's master blaster of disaster – the Six-Hit Combo! Jump Toward your adversary and pull Back to Charge. As you Jump, throw a flying Fierce just before you land.

2) Land, continue to Charge, and throw three crouching Shorts.

3) As you throw the third Short, immediately push Toward and hit Short again to deliver a deadly Dashing Uppercut.

4) Wait a split second for Balrog's arm to come back after he throws his Dashing Uppercut, then stand and throw a Fierce for the sixth hit. The slight hesitation between the Uppercut and the Fierce is the key to busting the complete combo. Practice timing your hits with the animation of Balrog's punches!



VEGA



TURBO PROFILE

Vega's usually known as a weak character...because he is! The only way to play this magnificent matador is fast and furious, hoping to blind the enemy with speed. In SF II Turbo, the longer-range Claw Roll is his one major addition. His regular standing claw attack is very quick...some even say it's too quick! To equalize this weapon, Vega still loses his claw if he's hit by any 12 attacks.

NEW-AND-IMPROVED MOVES

Midair Choke Throw



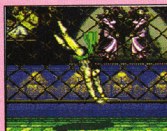
Leap **Toward** your opponent and meet them in midair. As you touch your enemy, hit **Strong** or **Fierce** to grab them by the neck and toss them to the ground. This is a little-known Vega throw that's very hard to do, especially against low-jumping Warriors, such as Balrog and Blanka.

Longer-Range Claw Roll



Charge **Back**, then press **Toward** plus any punch button to use Vega's Claw Roll. In Turbo Mode, the Fierce Claw Roll travels the length of the entire screen, and hits up to five times. In Normal Mode, the Claw can score up to four hits.

Backflip Two Ways



1) Why it's not in the manual, we'll never know. As always, Vega can escape from danger with his trusty Backflip. To do this defensive maneuver in Normal (Champion Edition) Mode, tap the controller Back twice.

2) To Backflip in Turbo Mode, press all three punch or kick buttons together. Capcom changed the controls between the two versions because some players thought the controller tap was too inconsistent.

3) Be careful, opponents will try to hit you with a slow Fireball. To prevent this, you must execute the Backflip way before a projectile hits you. Then, block at the end of the Backflip.

OLD MOVES

Wall Spring



At the far left or far right side of the stage, jump **Back**. Just as Vega touches the edge of the screen, push the controller in the opposite direction. Vega will rebound off the wall.

NEW STRATEGIES

Sliding Foot Sweep



Crouch, and press a Roundhouse.

Ground Suplex



Push **Toward** plus **Strong** or **Fierce**.

Two-in-One Wall Climb



1) Crouch, and while Charging the Wall Climb, smack your opponent with a Jab Punch.

2) As you throw the Punch, immediately execute the controller motion for the Wall Leap. This is a great hit-and-escape move.

Kick Me Up, Kick Me Down



1) Jump Toward the opponent with a Fierce or a Roundhouse.



2) Land and throw a standing Jab.



3) Finish this three-hit with a crouching Roundhouse Slide.

NEW COMBOS

Wall Climb: The Real Deal



1) The manual got this one wrong, so here's the correct way to do the Wall Climb. First, Charge Down for two seconds. Then, press Up-Toward or Up-Back plus any kick button. If you're in Spain, you'll climb the fence. If you're in a different stage, you'll grab the side of the screen.

2) Then, control your dive and nail your opponent. If you'd like to do the Claw Dive, press any attack button when you're away from your opponent in midair.

3) If you'd like to do the Air Suplex, push Toward the opponent and press any attack button when close.

Two-in-One Claw Roll



1) While Charging Back, throw a standing Jab.



2) As you throw the Jab, immediately complete the controller motion for the Claw Roll. The Jab and the Roll will form two quick hits in sequence.

NEW WEAKNESSES

Fall from the Wall



Vega's a little insecure when he leaves Spain, because there's no fence for him to climb. All he can do is grab onto the side of the screen. Opponents can take advantage of this weakness by moving in the direction Vega's jumping. This will scroll the screen and prevent him from being able to grab onto the side. He'll fall and be vulnerable to a sudden attack!

Roll Out the Six-Hit



1) Jump Toward your opponent. As you jump, Charge Back for a Claw Roll. Just before you land, throw a Roundhouse or a Fierce.

2) Land, and while still Charging, throw a crouching Jab Punch. As you use the Short, begin the controller motion for the Claw Roll.

3) Immediately complete the motion and do a Fierce Claw Roll. In Turbo Mode, you can score up to four Roll hits for a total of six. The Roll will only score three hits in Normal Mode for a total of four. Even if blocked, this is a great energy-draining combo.

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SFII Turbo Strategies!
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SAGAT



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KEN



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SUPER NES PRO REVIEW

By Team Bomberman

Bombs away! Super Bomberman is Hudson Soft's long-awaited Super NES version of the NES and Duo Bomberman games. This high-action blow-em-up is the best thing that's ever happened to group SNES game playing.

You can play Super B in two modes, Normal and Battle. Normal Mode is a somewhat boring one- or two-player quest where you bomb your way through 48 stages, fighting monsters and bosses as you try to free Diamond City from Mr. Karat and his golden goons. You can adjust the skill level in this mode and you get a wider variety of power-ups, but the action's not nearly as frantic or fun as in Battle Mode.

Battle Mode's the star of the Super Bomberman show. Using Hudson Soft's new Super Multitap (bundled with the cart) up to four Bomber-people can do battle. As expected, the computer fills out the playing field when you're a few bombers short.

You get a ton of power-ups in this mode. Some classic power-ups return in Super B, including the famed Kicker. Most, though, are new. You can pick up Detonators, Punchers, Skulls that make you invisible, and more. There's also a great selection of Zones, nearly all of which have new surfaces and features.



In Battle Mode, you can select from 12 stages. Trampolines bounce you briefly off the screen in Jump Zone...



...Pipes make great hiding places in the Tunnel Zone.



...And Search Lights skim around the screen in the Light Zone.

Super Bomberman throws around some 16-bit graphic muscle with more detailed characters (if cartoony), smoother animation, and sharper backgrounds. Super B's music, however, is just as annoying

as it was in the previous versions. The controls could be more responsive, but the SNES controller's extra buttons are well-utilized.

Overall, we like this edition more than the Duo version for its wacky new power-ups and levels. Battle Mode really makes this game great — an instant classic! Plus, since you get Hudson's Super Multitap when you buy the game, it's a great bargain, too. Call your friends...it's time to separate the Bombermen from the Bomberboys! **G**

Super NES Game Profile Super Bomberman (By Hudson Soft)

GamePro's Team Bomberman checked out this new version of Bomberman. Although the controls were a bit stiff and the sound a bit repetitive, we think the high action and the variety of the four-player Battle Mode earn this cart a big 5.0!

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	5.0	5.0

368 95
4 megs
Available September
Action/puzzle
Four players

Passwords in Normal
Mode
Packaged with Super
Multitap

super BOMBERMAN

Team Bomberman Goes Head-to-Head-to-Head-to-Head



GamePro staffers Francis Mao, Janice Crotty, Matt Taylor, and Lawrence Neves teamed up to whitewash the opposition in the "Bomberman '93 Battle of the Magazines," sponsored by

TTI and its Duo version of the game (see *CES News*, August '93). Can Super Bomberman pass muster with these Bombermaniacs? Team Bomberman battled it out for bragging rights.

Nowhere to Run, Nowhere to Hide!

By Janice Crotty

I have to admit that at first I didn't like this Bomberman as much as Bomberman '93. The controls are less responsive (I personally rate them at 3.5), and the challenging new levels and power-ups make for a higher learning curve and a much more frantic game. There's less time for strategy

in Super B – you have to think fast and keep cool.

With a few (hundred) hours of bombing under my belt, though, I'm hooked. It's a pure adrenaline rush, especially the Fast Zone!

PROTIP: *The leader #1 – Don't panic! It's the leading cause of death among Bomberpeople. If you get spooked, hide in a Tunnel or a corner to catch your breath, then run for the power-ups when your opponents blast each other.*

Offensive Bombing

By Lawrence Neves

This rip-roarin' Bomb-fest is loaded with some of the coolest options and the most challenging levels ever seen in a puzzle/strategy game. It's an explosive, scream-filled E-ticket ride on a TNT rollercoaster. Although there are features here from TTI's Bomberman '93, this game has a different feel. The action is more frantic and less

methodical, so your strategy has to match the fast-on-your-foot pace. I love it.



PROTIP: *Hide Bombs in Tunnels. Your opponents will never know what hit 'em!*

A Whole New Way to Bomb

By Francis Mao

Super Bomberman's best features are its new power-ups and levels. You'll get a blast out of the Skates for faster mobility, Boxing Gloves to punch Bombs over walls, a Super Flame for full-screen explosions, and a Detonator for setting off Bombs at just the right time. The new levels feature such challenges as raining Bombs and Tractors that sweep Bombs off the screen.

The SNES controller is not as responsive as it could have been, but the new graphics and weapons more than make up for it.



PROTIP: *To catch Warp-diving opponents, Bomb the Warp Holes. If you position them right, three full-flame Bombs will chain react and explode over all the Warp Holes at the same time.*

PROTIP: *If you're the kind of Bomber who needs to be able to see your player on the screen, don't play as Mr. Blue in the Warp Zone of Battle Mode.*

I Came, I Saw, I Bombered

By Matt Taylor

Is that a Bomb in your pocket, or are you just glad to blow me up? It's Super Bomberman, and it rules! Well...almost. Someone should gift-wrap a Bomb and mail it to Hudson Soft for leaving out the fifth player in this version, especially since the Multitap can support five players! Even without the extra competitor, though, four-player play is stimulating and fun in this version. I love being able to incubate Bombs and then punch them, kick them, or detonate them!



PROTIP: *Incubate a Bomb by laying it and standing on it for a few seconds. Just before the Bomb explodes, kick it at an enemy. It'll explode in their face!*

PROTIP: *For a sure kill, incubate a Bomb and then punch it onto an opponent. The falling Bomb will stun them and they won't be able to get away!*



PROTIP: *If you have only one Bomb and your opponents are loaded with them, grab the Skulls until you get Diarrhea (uncontrollable Bomb dropping) and then spread the joy. Your opponents will panic and blow themselves sky high!*



PROTIP: *The Tractors in the Flower Zone won't hurt you. You can fake out an opponent by laying a Bomb right under the Tractor as it passes.*

SUPER NES PROREVIEW



By Slo Mo

Put away the baseball cards, recycle the sports pages, and trash those Major League score books. Super Baseball 2020 by Tradewest presents robotized, bionic baseball in a fast-paced SNES sports game that dishes out the basics – pitchin', hittin', and catchin'– and that's all.



You're in the Robo Leagues now!

Super Baseball's bright, colorful, nicely animated graphics hold their own in any league. The sounds hit about

PRO TIP: Swing slightly ahead of the pitch.

Despite the firepower, this is more than just a hitter's game. You can use the directional controls to pull mean sliders and curves. Fielders can make slashing dives and outrageously high, rocket-powered leaps into the air. However, video baseball vets may not like the fact that the computer automatically positions fielders for pop-ups, fly balls, and soft liners. The game's controls put on a workmanlike performance turning them into sure outs.



PRO TIP: Better practice your base-path technique. Learn to run back to the bag. On defense, practice rundowns.



PRO TIP: Get a jump on a ricocheting ball. Press the directional pad toward the area where you think the ball will land.

What's the Count?

Super Baseball isn't much for stats. Individual Earned Run Averages and Batting Averages are about all you get.

Playing baseball for big bucks takes on an entirely new meaning in this game. Hits for extra bases and outstanding defensive plays pay cash, which you can use to add power to batting strokes or strengthen pitching arms.



The stats are simple.

The Old Ball Game

Super Baseball 2020 has sci-fi personality, but ultimately it's still a plain old-fashioned ball game. It's to video game baseball what softball is to hardball – a good game, but the competition is what you make of it. **G**



Play Robo-Ball!

Super Baseball's setup is simple. You can play in two leagues, each with six teams. In single-player games, you take on the computer in a league championship on your way to the World Series. Two players just play a single-game contest. The computer's just average competition, so two-player games are where the action is.

.220. Although the swish of the bat and the thunk of metal connecting with the ball sound good, the incessant techno rock soundtrack belongs in the Minors.



Nice catch!

Be a Hitter

The draw in Super Baseball is its high-powered offense. You play with a behind-the-batter perspective. The diamond is familiar, but fair territory is humongous! Foul territory is reduced to a modest piece of turf surrounding the batter's box. To further juice the "O," long balls ricochet wildly off the stands!



PRO TIP: Computer batters have a weak spot. Whether your pitcher is a right-hander or a left-hander, move to the far left of the mound. Now, pitch at any speed, but press Left or Right to make the ball break slightly across the edge of the plate.



PRO TIP: If your opponent powers up a batter, be mean and pull an intentional walk.

SNES Game Profile
Super Baseball 2020
 By Tradewest

Ignore this game's high-tech flair and you get a solid game of baseball. However, traditionalists and stat-junkies may prefer to attend other ball games.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	4.0

Price not available
 8 megs
 Available now

Baseball
 Two players
 Passwords

SUPER NES PROREVIEW



By Scary Larry

Although you've seen the same game before on the Genesis, SNES owners may find Cool Spot's addictive game play and clean graphics refreshing and new, kind of like...well, you know...7-Up.

COOL SPOT

Out, Out Damn'd Spot

This seven-level, multi-scrolling commercial for the Uncola seems like the worst sort of crass commercialism until you actually get into the game. Spot's little Spot friends are being held hostage. Sounds silly, but before you know it you'll find yourself plugging

along and actually caring whether Spot can free his little friends in this very cool one-player action/adventure.

Your task is to free one Spot buddy per each side-view level, and they're hidden very well. You guide Spot across well-drawn and well-animated human-size backgrounds, like a huge tub, a beach, a perilous pier, and in between the walls of a house. The game play is simple. You hop and jump over obstacles and enemies, and search for your friends. Along the way, you also need to collect Cool Points, which are (surprise!) round red dots. If you collect 85 dots, you go to a Bonus Level (surprise again)...it takes place in a bottle of 7-Up to win a continue, or a 1-up.

Other power-ups include bottles of 7-Up, which help you regain your strength during a level. To see the game's Cool ending, you must play the game on the Hard Mode and collect all six letters (J-N-C-O-L-A) from the Bonus Level.



PROTIP: Check the pipes in the walls for Cool Points. Some Points are behind the pipes.



PROTIP: As you go, you'll find bubbles that'll take you for a ride. These bubbles often lead to other

bubbles or time-saving shortcuts. When your bubble bursts, check your surroundings carefully.

Spot needs all the help he can get as he battles crafty crabs, calamitous mice, terrifying toys, calamitous clams, and other enemies. Some of his foes can fire projectiles, while others just run into him every which way they can. Your Cool Spot comes equipped with some Un-conventional ammo (namely, bubble blasts), which he can spew in eight directions. The game's effortless controls make Spot easy to maneuver.



PROTIP: Continues are much more important than extra men in Cool Spot. Try to end each level with at least 85 Cool Points so that you can enter the Bonus Level and get some continues.

Spot's music is more than effervescent. The familiar themes, like "Wipeout" and the theme to *The Magnificent Seven*, are quite appropriate. You also clearly hear every pop and fizzle in this game, as well as the oh-so-cute digitized voices of the Spots.



PROTIP: If you see an enemy just off screen, but have a barricade between you and your foe (like a wall or part of a dock), shoot the enemy through the barricade. You then won't have to fight them later on.

Between a Spot and a Hard Place

Cool Spot's only drawback is one that most gamers won't mind: 7-Up's game is more frustrating than Pepsi up your nose. Limited continues and a lack of passwords mean you have to finish the game in one sitting. Get the picture?



See Spot Run

Cool Spot's graphics are very cool, indeed. As Spot roams the landscape, his foes are miniaturized to make Spot the big man on can-pus. A lot of attention was paid to detail; the hooks laying around the piers can hurt you, and the mouse traps will spring you forward if you hit them in the right Spot.

Even so, you'll find this game fun, and a real challenge to boot. Bet on the red this time and save yourself a Spot. **B**

Super NES Game Profile

Cool Spot
(By Virgin)

Now SNES owners get a chance to chill with Cool Spot. This fun and challenging side-scrolling game may fizz you off, but you'll come back for more.

Graphics	Sound	Control	Fun/Fair	Challenge
5.0	4.5	4.0	5.0	4.0

ADJ.

\$59.99
8 megs
Available September

Action/Adventure
One player

PLAYERS A AND WIRE APPROACH EXTREME CAUTION..

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES™.

ARE ARMED LESS! WITH



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Acclaim
entertainment inc.

SUPER NES PRO REVIEW



by **Captain Squideo**

Strap on your crash helmets, racing fans, there's a hot new racing game burning up the SNES. Souped-up muscle cars, plenty of twisty, bouncy tracks, and some of the rowdiest music you've ever heard make Interplay's Rock 'N Roll Racing a thrilling driving experience.

Let the Carnage Begin!

This ain't your father's old-fashioned road race. Rock 'N Roll Racing throws you onto over 50 futuristic tracks on alien planets that have swamps, deserts, and techno-backgrounds.

In One-Player Mode, you choose your driver from six raunchy road warriors, each of whom has special driving skills, such as quick acceleration or jumping abilities. You select a car and arm it via an Options Screen, then you take on three challengers in a quick sprint. Versus Mode pits you against a friend and two other

cars in a frenzied split-screen race. Adding to the excitement are all kinds of dangerous obstacles, like Slip Sauce and exploding Scatter Packs, strewn across the track. Sunday drivers, stay home!



The screen isn't cluttered with lap times, RPMs, and other mundane stats. Just go, speed racer, go!

By winning races you earn points toward higher levels. You also earn money, which enables you to purchase custom accessories for your car. Among the available armaments are Lightning Nitro, Bear Claw Mines, and heat-seeking Sundog Beams. Hitting Button Y fires these weapons throughout the race, but it's not always that easy to pull off when concentrating on steering. The 3/4-overhead view makes cornering tough at first, especially through traffic, but eventually you'll be sliding into turns like a pro and firing at enemies like Mad Max. Try not to be distracted by the colorful, imaginative graphics around you. Keep those eyes on the road!



PRO TIP: Use your ammo sparingly to have enough to take out the lead car late in the race.

Racing Rock 'n' Roll

A car race never sounded so good. The soundtrack explodes with appropriately rowdy classic rock songs, supercharged burners like "Bad to the Bone," "Born to Be Wild," and "Peter Gunn." Even without lyrics, these blazin' tunes will have you jamming the pedal to the metal. Amplifying the intensity is the impeccably recreated voice of Larry "Super-

ROCK 'N ROLL RACING



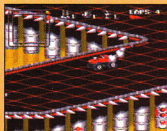
PRO TIP: Choose a bright color for your car. Black cars can be hard to see against the dark backgrounds.



PRO TIP: Learn to accelerate through turns by sliding into them.



In Gordo the Saurion's Gift Shop you can buy new engines, armor, tires, shocks, and weapons.



PRO TIP: Watch for telltale smoke from your enemies. They're easy targets for your weapons.

mouth" Huffman (the most familiar racing announcer in the country), who continually updates race positions. You also get various sound effects, like clanking metal and screeching tires, to put you in the high-octane mood.

Gentlemen, Start Your Carts

High-speed combat, colorful graphics, and rollicking music -- hey, what else do you want from a racing car? Interplay makes sure you get your money's worth by even adding some extra surprises (see if you can figure out how to get one of the Lost Vikings to drive your car!). Rock 'N Roll Racing's gonna drive you wild. **C**

SNES Game ProFile

Rock 'N Roll Racing

(By Interplay)

Rockin' music and rollicking races on alien planets make Rock 'N Roll Racing a winner, especially when you're racing against a friend.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.0	3.5	4.0	Adjustable

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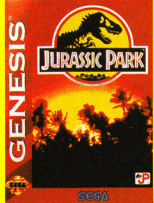
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SUPER NES PREVIEW

Ever since the Super NES hit the shelves, gamers have wondered, watched, and waited for one of gamedom's most famous stars to make his SNES debut. Mega Man's one of the most prolific video game characters of all time, starting in more adventures than even Mario. To date, he can be found in six NES and four Game Boy carts: Until now, though, the Megster hasn't dipped a single metallic toe into a 16-bit screen. Drum roll...the wait is over! That's right, there's a Mega Man series planned for 16-bit. Mega Man's making his SNES premiere this Christmas in Mega Man X.

X-Pect The Un-X-Pected

Capcom's recipe for success in the 10 previous Mega Man adventures has been consistent: Mega Man meets Doc Wily. Doc Wily tries to destroy Mega Man by sending hordes of nasty robots after him. Mega Man destroys the robots and then battles Doc Wily. Does Mega Man X feature more of the same? Yes...and no.

What's different in this one-player 12-meg cart is, for starters, Mega Man's setting. MM X is set far in the future, and Doc Wily is tucked away in the history books. Human-kind's current nemeses are now the RoboPolice (half-human, half-robotic cops). When the RoboPolice go bad, there's only one robot with the nuts and bolts necessary to short-circuit them. You guessed it, it's Mega Man to the rescue.

Although Mega Man X's game play is roughly similar to previous Mega Man adventures,

the game features a number of 16-bit enhancements that give it a new look and feel. Mega Man still runs, jumps, and fires like he did in his previous adventures. You'll notice right off, though, that he's a much larger sprite, and he's got a new, more sophisticated, bluish look. The background graphics are also different. Notice that Mega Man now fights his way through a futuristic cityscape, with a heightened degree of detail in the background graphics and larger enemy sprites.

Rush (MM's mechanical canine friend of earlier times) and Mega Man's other mechanical allies have long since gone to that junk heap in the sky. Fortunately, Mega Man has two new hard-wired friends, RX and RY. These two RoboPolice escaped the reprogramming that turned the other mechanical cops bad. With their help, and additional hardware enhancements that give the Man super speed, super weapons, and a special new head-on attack, Mega Man's able to tackle an entirely new crew of enemies.

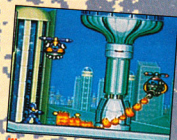
Mega More

Look for the first in the next generation of Mega Man titles to debut this December. Don't think you can wait that long? Go back and play through all of the previous Mega Man adventures. Then, practice up with the new Mega Man IV for the Game Boy and Mega Man 6 for the NES in October. Before you know it, your Mega-Christmas will be here! Mega-nificent. **G**

**Mega Man X by Capcom,
Available December**

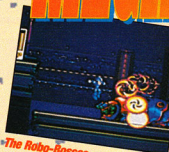


Mega Man's bigger, but he and his enemies.



It's a new and improved 16-bit Mega Man.

MEGA MAN X



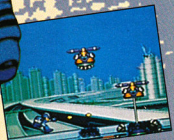
The Robo-Bosses are much more spectacular than the other bosses in MM's prior games.



It's a bird! It's a plane! It's big trouble for Mega Man!



Didn't Mega Man's power fail him not to play in traffic?



You'll see some familiar faces doing some new things.

SUPER NES PREVIEW



By Lance Boyle

'Tis the season for fighting games, thanks to the Street Fighters and Mortal Kombats of the world. Throwing its hat into the 16-bit ring is Art of Fighting, Takara's new beat-em-up for the SNES. Don't let the hype about the other games make you overlook this gem — it looks like it packs a wallop!

Art of Street Fighting

Fans of the Neo-Geo arcade original will be thrilled with this new cart. All the thumb-busting action of the coin-op has been retained. Want more? Takara has thrown in a few surprises, as well. Once again, Ryo is duking it out with the toughest fighters of South Town as he searches for his kidnapped sister. This time, though, there are eight additional difficulty levels that have never been seen before.

Three-round battles will bring out the best in Ryo and his opponents, all of whom are armed with a variety of special attacks and secret skills. Ryo had better watch that Ultra-Drop Kick and the Attack of the 100 Blows, or he's gonna eat pavement! Fortunately, he has some moves of his own, including a taunt that makes attacks less effective. To beat all opponents, however, he'll have to master the unique Super Attacks. When he does, he'll get the biggest surprise of all, one that involves another Takara fighting game, Fatal Fury. Sound intriguing? We won't spoil the surprise.



ART OF FIGHTING



Jhon's fallin' for Lee.



"Every time I go to this restaurant, a fight breaks out. No wonder it's empty."



Your order's ready!



"I thought I told you! No more Barry Manilow piano music!"



Get ready to rounumble!



Slip Jack a Mickey.



My fist bone's connected to your face bone.



"You're right, Robert, there IS a crack in the ceiling!"

Graphics Violence

According to Takara, Art of Fighting takes advantage of every graphic trick in the book. The sprites will be large and well animated, the backgrounds detailed and imaginative. You'll see zoom-ins and zoom-outs, just like in the movies, plus a full rainbow of dazzling colors. Add in the stereophonic "sound of violence," and Art of Fighting just may be a masterpiece in the making! **G**

Art of Fighting by Takara
Available October



MARVEL
COMICS



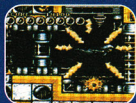
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NES PRO REVIEW



By Lance Boyle

Kirby's back, and the NES has him. Already a Game Boy legend, the rotund puffhead comes to the 8-bit system with six, count 'em, six big megs of action! If you aren't yet a fan of Nintendo's Kirby, you will be once you start playing this addicting game.

You Are What You Eat

Everything that made the hand-held Kirby's Dream Land enjoyable has been retained and improved in Kirby's Adventure. He still lives on the distant Art Deco-inspired star called Dream Land, and he's still battling his archenemy, King Dedede. This time the

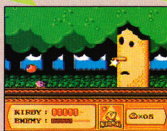


PRO TIP: In general, the first power-up you find is the one you'll need to get you through the rest of the level.

King has split the Star Rod into pieces, which means nobody in Dream Land can dream at night. Only Kirby can find the missing pieces in this side-scrolling search that takes him through seven immense levels and into combat with dozens of imaginative enemies.



PRO TIP: One of the best weapons to pick up is the Mike Attack (a carryover from the Game Boy game). With this screeching weapon, Kirby can blow away all enemies on the screen.



PRO TIP: The Level 1 Tree Boss has only one vulnerable spot—his nose. Bop it with the apples that fall from overhead branches.

As in his Game Boy debut, the Kirbster still runs and floats across land and sea, hoovering up enemies and blowing them back out against oncoming attackers. He also swallows points, extra lives, and health-restoring foods. A major enhancement over the Game Boy version is Kirby's new ability to adopt his enemies' powers when he devours them, meaning Kirby's now armed with Hammers, Fire-Balls, Lasers, Porcupine-Needles, and over a dozen other abilities. A large display across the bottom of the screen tells you at a glance what ability Kirby's sporting, as well as his number of lives and your overall point total.



PRO TIP: Go back and grab the Lasers in Doorway 6 before you confront the two bosses at the end of Level 3. Dodge the falling stars and the fiery beams while zapping the bosses.



PRO TIP: Avoid the sleeping enemies. If Kirby sucks them up, he'll snooze, too!



When swimming, Kirby can fire his Water Spouts in all four directions.

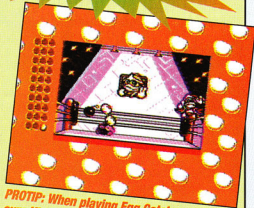
Dreamy Graphics

One of the best parts of this game is its overall look. The detailed monochromatic backgrounds on the Game Boy now explode with color on the NES. Hidden caves, desert pyramids, and churning oceans abound in the wonderful world of Dream Land. The special effects are, well, special. Pick any level, and you'll find innumerable graphic flourishes. For instance, as

Beat the Bonus Games



PRO TIP: When playing Quick Draw, be ready to shoot as soon as the word "FIRE" appears.



PRO TIP: When playing Egg Catcher, make sure Kirby doesn't accidentally swallow a bomb, or it's kaboom, Kirb.

NES Game Profile

Kirby's Adventure

(By Nintendo)

The popular Game Boy hero comes to the NES with six megs of delightful effects and imaginative action. Kirby floats, runs, and chews his way through seven huge levels in one of the best 8-bit games ever.

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	5.0

\$39.99

6 megs

Available now

Action/Adventure
One player
Battery backup

Kirby walks around the brick Butter Building in Level 3, it rotates past him (a rare effect in 8-bit games). Also check out the gorgeous flowing fountains in the Grape Garden, or the darkened castle chambers that only get lit when Kirby swallows a light. The only complaint is with the sprites: They're often too small to identify, and you miss some of their humorous details.



PRO TIP: Once you're inside the first doorway of Level 4, continue right until you see blocks that form a cross pattern. Blast 'em and you'll find a secret Bonus Level.

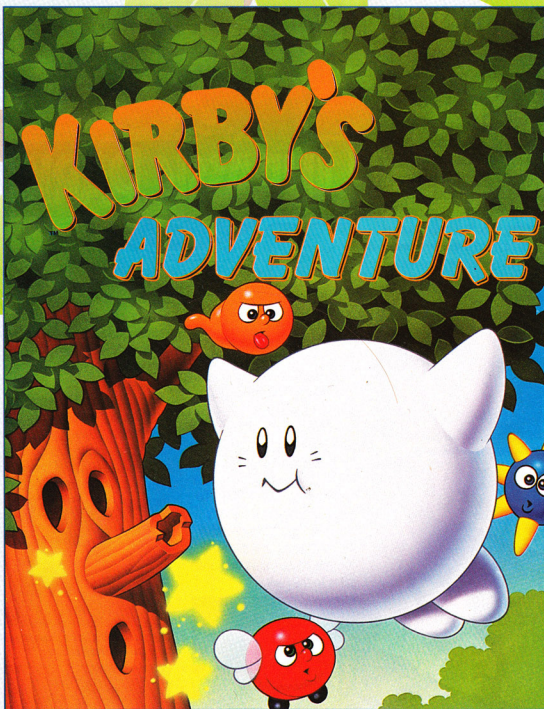


PRO TIP: Defeat the Level 4 Boss by swallowing the high-jump icons and firing them back at the boss's eye.

PRO TIP: Stay close to and level with the Level 5 Boss. Swallow any projectiles he throws at you, then spit them back at him.



PRO TIP: The UFO power-up in Level 6 gives Kirby three kinds of beams to fire. You can arm yourself with any of the three depending on how long you hold down the B Button.



In addition, the sounds add a symphony of delights to the game. Each character has its own signature squeak, and the music changes with each new encounter.

PRO TIP: During the maritime mishaps in the Orange Ocean, look for hidden doorways scattered throughout the entire level.

Kirbeus Maximus

Each level offers three Bonus Games: Crane Fever (the familiar carnival game where you pick up items with a crane);

Egg Catcher (face off against the King in the ring); and the hilarious Quick Draw Kirby (see who's got the fastest Button A in the West). At the end of the game, after you've defeated King Dedede, expect two more rounds of wild shoot-em-up action. Whatever the challenge, Kirby's up to it, because the game's simple controls enable him to move easily and react quickly. In fact, the controls are as well-rounded and smooth as Kirby himself.

Grading on the Kirby

Kirby's Adventure is as good as the 8-bit Mario games, which is great news for NES owners. Now, instead of looking longingly at 16-bit systems, you can look in wonder upon the marvels of Dream Land, a place of endless fun and adventure. **■**



By Bro Buzz

Dinosaurs ruled the Earth for 120 million years, give or take a few mil. That lesson in longevity wasn't lost on Ocean when they put together Jurassic Park for the NES. Not only have they revived the dinosaurs, they've revived a tried-and-true game style for this solid adventure cart.



Welcome to Jurassic Park!



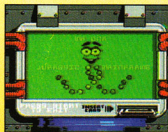
Don't Get Angry, Get 'Saur

Jurassic Park is an action-packed, overhead-view shoot-em-up based loosely on the hit movie of the same name. One or two players can star as dinosaur hunters.

There isn't much mystery here. Your task is to return the Park's prehistoric inhabitants to extinction as you save your friends Tim, Lex, and Ellie. To progress through the Park's six levels, you have to gather Dinosaur Eggs, which reveal computer Key Cards that open gates in the Park.

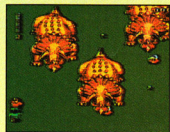


PRO TIP: You can't enter the Park's buildings until you collect all the Dinosaur Eggs outside of them.



PRO TIP: If dinosaurs are about to trap you, get to a computer terminal. You'll be safe there.

To keep the action maxxed out, the cart's overrun with Jurassic critters. The movie's saurian stars are all on hand - Raptors, Spitters, and baby Tyrannosaurus rexes. The dinos either chomp you or spit poison on you. Herds of stampeding Triceratopses and nasty adult T. Rexes are a few of the boss challenges. With no passwords and no continues, plan on being dead-meat often.



The stampeding Triceratopses will turn you into road kill.



PRO TIP: Be cautious around trees.

A-Hunting You Will Go

In this game, you have to be quick, or you're dead. The cart, however, does give you a fighting chance. You're armed with a powerful dinosaur gun, but you have limited ammo.

PRO TIP: Conserve ammo. It only takes a few shots to waste most dinosaurs.

PRO TIP: You shoot from your right shoulder. Some dinosaurs have the same quirk - they only spit from their right side.

If you don't want to take a shot, the crisp controls enable you to make some nifty open-field moves, too.



PRO TIP: If you can, run to save your ammo.



T. Rex likes you...for lunch!

Dinosaurs represent a design by Mother Nature that worked for years. Jurassic Park's graphics represent a similarly venerable NES design. The dinosaurs look pretty good and the animation is quick.

JP doesn't pump out much for your ears, though. The sound effects are adequate, but the music's fossilized.

Old, but not Forgotten

Jurassic Park is a wild shoot-em-up that ought to make many gamers recall the good of NES days. Maybe you've got a bone to pick with the vicious dinosaurs of the movie? Just park Jurassic into your system. **Q**

NES Game ProFile
Jurassic Park
 (By Ocean)

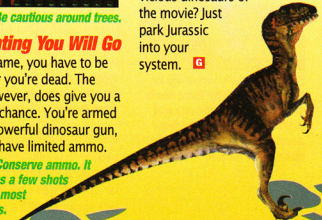
This overhead-view adventure shooter not only revives the dinosaurs, it just might be the thing to revive your NES.

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.5	4.0	4.0	Intermediate

INT.

\$49.95
 4 megs
 Available now

Shoot-em-up
 Two players



2 PLAYERS

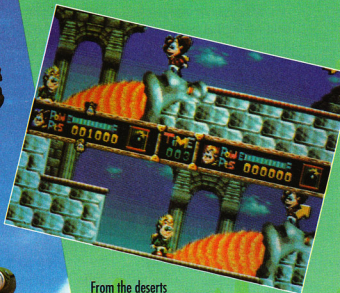
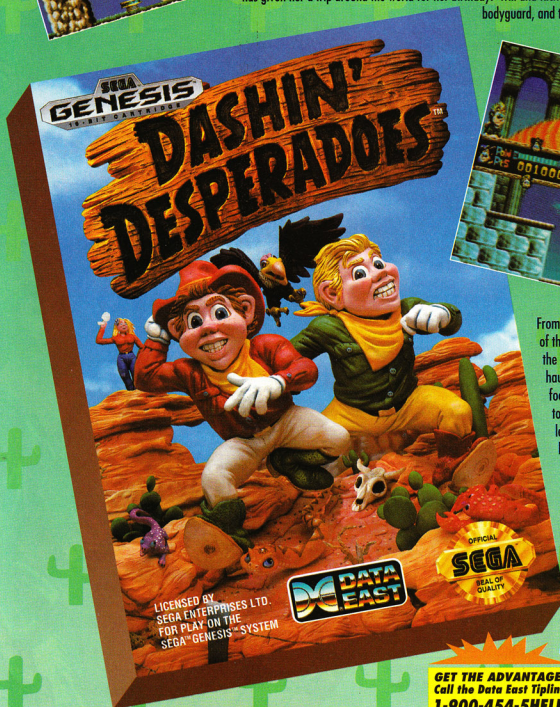
2 SCREENS

2 COOL!



Are you ready for a reckless race that's like nothing you've ever experienced? DASHIN' DESPERADOES pits you against a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead"!

Will and Rick were best buds until Jenny came to town. They've been rivals ever since — and now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard, and they'll do anything to top each other!



From the deserts of the Southwest to the icebergs of the Arctic, through shark-infested seas and haunted ruins, you'll need your fastest footwork, your wits, and a few handy bombs to keep Jenny safe and sound — and to leave your opponent in the dust! So you'd better get dashin', desperadoes — and may the coolest cowdude win!



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95 first minute/75 each additional minute

NEO•GEO PRO REVIEW

thing. Enemies can jump over your projectiles and hit you before you even know what's happening. Don't throw anything unless you're far away from your opponent.



By Scary Larry

Neo•Geo owners are gonna get their money's worth in this awesome new fighting game. This much-anticipated sequel to World Heroes looks better than the original, as you'll see for yourself in the gorgeous animation and quick game play.

Warriors, Come Out and Plaayaay

World Heroes 2 by SNK is a one- or two-player side-scrolling beat-em-up that busts bones, hammers heads, and flails fists with the best of them. This game has more moves than a high school senior, and just as much energy.



PRO TIP: Now Rasputin can do his Accelerator move in midair. This gives him an advantage over projectile-throwing opponents. Jump over what's thrown, then spin, just in case your opponent goes airborne.



PRO TIP: Before you choose Ryoko, know that she has no projectile moves, but she's very fast and she tosses opponents easily. Move her close to her opponents so that she can throw her weight around.

Your task in the game is simple — become the champion World Hero. In this sequel, you fight as one of 14 different fighters. Six new combatants include Captain Kidd, who sends a shamanistic shark after you, and Eric the Viking, who chills you with an icy crystal move. The eight original World Heroes characters also have enhanced abilities. For example, K. Dragon's moves are faster and Janne's sword-slashing moves are new-and-improved. Some of the moves from the original game have also been given new joystick and button configurations, so old Heroes will have to learn new tricks when they brawl in this game.

Don't let the bruising challenge deter you. The controls are as easy to learn as the moves are fun to execute. Each character responds instantly to joystick movements, and the buttons can easily be combined for a variety of attacks.



PRO TIP: You are most vulnerable right after you've thrown some-

The game also contains some of the wildest and most arbitrary combos ever seen in a fighting game. There are easy ways to score three-, four-, and five-hit moves that are strong enough to send any bruiser to the trauma center. The action, though, is quick, fierce, and

WORLD HEROES 2



Neo•Geo ProFile World Heroes 2 (By SNK)

World Heroes 2 is an awesome fighting game that is more than Mortal and may take a certain reigning champion off the Street.

Graphics	Sound	Control	Fun/Factor	Challenge	
					EXP.
5.0	5.0	5.0	5.0	5.0	Expert

\$239
148 megs
Available now

Beat-em-up
One player

WILD DEES

well-balanced. No easy kills here. Street Fighter may have to move into the suburbs now that the masters of mayhem are back on the block.



Mudman will put the voodoo on you!

World Class

Nothing can touch this Neo-Geo game as far as graphics go. All of the original backgrounds have been redone, and redone very well, in this 146-meg cart. Some of the wild backgrounds and imaginative animated scenes may actually distract you from the fray. Monkeys fall from the ceiling during one fight, a head rolls from a skeletal onlooker during another, crazed ghostly natives dance furiously around you in yet another skirmish.



PROTIP: Think you want to throw someone? Be careful. If you're too far from an opponent to throw them, your throw button (C) will cause your character to taunt their opposition, leaving them open for attack.

The sounds in this game will soothe your cauliflower ears. Every wild yell, every death screech, every groan of pain comes across beautifully and clearly, as if your opponents were buying the farm right in your living room. The music also fits each stage well, ranging from wild jungle pounding to sleazy back-alley disco to Pirate-rum rhythms.



PROTIP: As a rule, the bigger players are slow. If you pick the biggies (J. Cam, Muscle Power, Capt. Kidd, Johnny Maximum, etc.), be prepared to use several dashing moves to get from one end of the screen to the other.



PROTIP: Brocken can shoot missiles from his knees. Watch out for them when you're crouching!



PROTIP: When you get close (and I mean real close) enough to throw your opponent, make sure you repeatedly tap the C button. Some players can escape, even reverse a throw.



PROTIP: You can toss your opponent's projectiles back at them.

A Moveable Fist

You'll enjoy the fast pace and easy-to-use controls of World Heroes 2, which are superior to its predecessor's. SNK's really refined the details that are usually overlooked in fighting games, like hitting range, blocking, and accuracy in projectile throwing. This game is a lot harder to play through, though, than the first one. If you think you're gonna fly through these levels, get set for a crash-landing. You'd be lucky if you saw the ending to this game in your lifetime. If you want to see the World, you have to get past the Heroes. ☐

OVERSEAS PROSPECTS



By Slasher Quan

After making more political maneuvers than a senator up for reelection, Capcom finally released a home version of Street Fighter II Champion Edition. The only catch is that you better renew your visas (and your Visas) if you want to buy this game. SF II CE hit the streets on June 12, 1993...in Japan. Published by NEC, this 20-meg TurboChip superpower is up and fighting on the PC Engine and PC Engine Duo systems (Japan's equivalent to the U.S. TurboGrafx-16 and Duo machines).



SF II CE for the PC Engine, that is!

Oh Say, Can You CE?

Capcom has pushed the PC Engine to a new level of excellence. While this version can't touch the SNES Turbo edition, it more than holds its own against other competitors. In fact, in almost every aspect it seems superior to the 80%-complete Genesis Champion we previewed in June. However, that could change as Capcom upgrades the Genesis version with better graphics, sounds, and Turbo features.

This cart is a religiously faithful conversion of the now-classic arcade game. You get all 12 World Warriors (including playable bosses), character vs. same character, the new moves, arcade-quality endings, eight difficulty settings, and two of the three bonus stages.

PC Engine Game Profile
Street Fighter II Champion Edition
 (By NEC)

Normally, we don't rate overseas carts, but this one demanded a closer look! SF II CE is arguably the best cart for the PC Engine. If you own a Duo or TG-16, you can pay out the nose for the Japanese version now, or wait and hope TTI brings it to the U.S.

Graphics	Sound	Control	Fun/Factor	Challenge	ADJ.
					ADJ.
5.0	5.0	5.0	5.0	5.0	Adjustable

\$106 (approximate U.S. import price)
 20 megs available now in Japan
 Best-on-up
 Two players
 Uses six-button controller



original arcade soundtracks, not the reorchestrated music that's found in the SNES cart.



Recolored backgrounds and new clothing colors highlight CE's visual appeal. Although there are still only four elephants in Dhalsim's stage, you can now hear them trumpet during battle!

A Boss By Any Other Name

The big news about SF II CE is, of course, the most-requested feature: You can play as the bosses. Balrog, Vega, Sagat, and

M. Bison

come packed with all their power moves from the arcade, plus Balrog's 60-second Final Punch. You even get Re-Dizzy Combos, which aren't found in the SNES Turbo version!

PRO TIP: All the tips in *The Official Street Fighter II Strategy Guide* book should work in SF II CE!

Here's a great bit of SF II trivia: You'll notice that three of the boss names are reversed when compared with the U.S. versions of SF II. Why? Originally, Capcom of Japan named the boxer M. Bison to parody his resemblance to Mike Tyson. However, the pugilist's name was changed to Balrog in the U.S. edition, possibly as a precaution against a Tyson lawsuit.



Pick a fight in Vs. Mode.

The graphics are strikingly colorful and detailed, especially by PC Engine standards. There is a tiny bit of flicker, but it's so minimal that you'll need an eagle's eyes to spot it. While the audio's not without some distorted PC Engine twings and twangs, overall the sounds are surprisingly clear and accurate. ALL the voices from the arcade are present (even "Perfect" and the name of the country). The music's even based on the





In all Japanese versions of *Street Fighter II*, M. Bison is Vega, Vega is Balrog, and Balrog is M. Bison. Sagat, however, is still Sagat. Got it? Good!



Besides the bosses' name changes and the Japanese win/lose text, there would probably not be any changes made to *SF II CE* if it were to be released in the U.S.

Firing Up the Six-Shooter

Luckily, NEC released a six-button controller for near-flawless SF control. Arcadians will miss the joy of sticks, especially when executing Zangief's Spinning Pile Driver, but otherwise the pad is no problemo. Without the new six-shooter, however, the game is practically unplayable because you must press Select to switch between punches and kicks.



There are several six-button controllers available for the PC Engine *SF II CE*. Our favorite is *Horii's Fighting Commander PC* with rapid-fire and slow-mo options.

You Said It Couldn't Be Done!

SF II CE is a resounding blow to critics of the PC Engine's technical capabilities. If only it had Turbo features, this game would be all it could be! The complete package could cost well over \$150, as you'll need to buy the game, a PC Engine cart converter (PC Engine games are incompatible with the Duo and TG-16 cart slots), and at least one six-button controller. Even if this cart's immigration papers haven't yet been signed by TTI, you'd be a wise World Warrior to put it at the top of your TurboGrafx-16 or Duo hit list! **C**



New Moves



Ken's gonna Ryu the day he messed with Ryu's new invulnerable Hurricane Kick.



Chun Li's gonna break some necks with her Flipping Neck Breaker.



A Spinning Gulle Driver? Zangief now bounces enemies to safety so as to not cheese them over and over with his Spinner.



PROTIP: After you nail a dizzy enemy with Ryu's or Ken's three-Fierce Fireball Combo, hesitate for an instant and throw the Jab Dragon. You'll probably pop them as they try to counterattack.



Ken can four-hit with the best of them. This Dragon breathes Fierce fire!



PROTIP: To do Bison's Seven Hit Re-Dizzy Combo, use a Roundhouse Slide to get close over a fallen, dizzy opponent. While sliding, Charge Back for the Scissor Kick. Throw three Ducking Jabs, stand to throw another Jab, then do the Scissor Kick. Duck and toss a Strong Punch. Finally, hesitate for a brief instant and throw a standing Forward Kick.



PROTIP: Use Sagat's double-hit Roundhouse Tiger Knee or his standing Roundhouse Kick just as Gulle lands from a missed Flash Kick.



PROTIP: Trap enemies in a corner with Honda's Moving Hundred Hand Slap.

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and... flying acrobatics that... audience. Some... Aero the Acro•Bat... high-flying, death... who combines super... artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, he acts in a... frequently buzzes the audience... leaps from trapeze to... bathed in brilliant... buzzes the audience... spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even... operators from the... gathered under... what might



fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than ever. One of the platforms was rigged with explosives... which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shrouded in darkness as the... Aero leaped to safety... injury and still managed to land with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter... Ektor... sabotage the... anyone... get in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of... announces like a crazed kamikaze... mentioned... tightropeballer... loves to squish bats... about a handful!

If you've read this far, you qualify as a real fan of Aero the Acro•Bat. And if you're



one of the first 100 people to send a 3x5 postcard with your

name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro•Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe

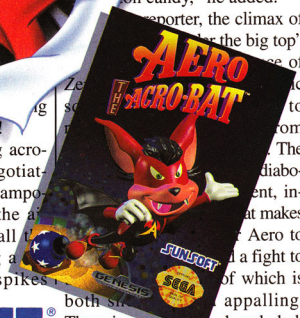


members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with all sorts of things like squirting ketchup, exploding cigars, glue on your underwear, and all sorts of things. Next thing you know, there's grease on your face and dynamite in the air. Ektor hadn't been around for years. Until he suddenly appeared on the ring with a demise in mind. Tad 'Smiley' Shimizu thought we were brainwashed members who promised we'd do their own dirty work, but they bagged the little bat. "It was really warped, man," said David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice into the circus. The Saboteurs and Ektor thought we were brainwashed members who promised we'd do their own dirty work, but they bagged the little bat. "It was really warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchmen. And he finished them off with a flourish! The audience paid their money's worth because the show continued right on to the next day. Aero kept right on going, disarming hundreds of booby traps on the fairground and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimizu. "He threw us in," Shimizu said. "I thought we were brainwashed members, for sure," said Shimizu, "but we didn't even get on candy," he added. Shimizu, a reporter, the climax of the "big top" was the end of the circus. "The Saboteurs and Ektor thought we were brainwashed members who promised we'd do their own dirty work, but they bagged the little bat. "It was really warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."



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The Sports Page

September 1993

Bill Walsh Scores Big in College Game

Bill Walsh College Football



By Athletic Supporter

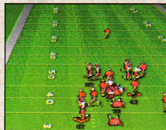
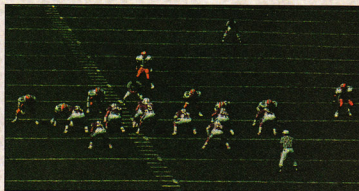
Yes, you're experiencing déjà vu! Slam Bill Walsh College Football into your Genesis and you'll get the distinct feeling that you've played this cart before. Know what? You probably have.

With a few exceptions, Electronic Arts' Bill Walsh College Football is much like any of the John Madden Football installments. You get advice from an expert (in this case, the legendary Stanford coach), you call plays, you get a behind-the-line view of the game and passing windows at the top of the screen.

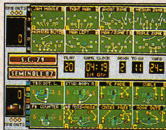


Who else but Walsh would you want to coach a college football game?

You'll especially love playing with EA's new four-player adapter. Using the 4-Way Play, four gamers can team up against the computer, go 3-on-1, or 2-on-2. When you team up, you'll have to communicate with your partner to make sure his receiver will go where your quarterback expects him to. Such teamwork adds a great new strategic element to the game.



With EA's new adapter, you control four players, identified by the black numbers under them.



You get a full playbook's worth of plays to call, both on offense and defense.

The Old College Try

Bill Walsh College Football features 24 all-time great college teams, plus 24 top squads from the 1992 season, all competing for a national championship. Since Bill Walsh is not licensed by the NCAA, however, some team names are fictitious. (Here it's College Station, not Penn State.) Still, you'll be able to pick out your favorite players by their jersey

colors and numbers, and the teams' strategies closely parallel their real-life counterparts - Miami has a high-powered pass-oriented offense, while Alabama has its smothering defense.



PROTIP: On defense, stop passes with the Bump and Run. To knock the intended receiver off his pass route, have your DBs bump him at the line of scrimmage. Watch the zebras, though, they'll sometimes throw a flag.



Big plays bring out the cheerleaders!

PROTIP: High-step your way out of a tacklers' grasp by pressing C.

PROTIP: On the Triple Option, pitch the ball when your quarterback is about to be tackled and your tailback will have more room to roam.

Bill Walsh vs. John Madden

Walsh and Madden may be similar games, but Bill's got some advantages that the pros don't. Walsh's graphics are a little sharper, and the game play is smoother and more responsive. Walsh also puts you closer to the field, which makes the easy-to-control players larger than Madden's, but not as fast.

Thankfully, EA kept the sound effects and the crowd noise to a minimum. You still get all the grunts and hard hits, but none of the repetitive, mind-numbing soundtrack found on other football carts.

PROTIP: Don't always run your offensive plays to the wide side of the field. The computer tends to compensate for this strategy.

The Walsh Report

Walsh himself offers some expert text advice, and you can check out position-by-position comparisons with the Team Matchups feature. This cart also supplies you with plenty of team and game stats, but some might miss Madden's individual breakdown. There's even an improved instant replay feature in Bill Walsh that gives a reverse-angle view, so you can now see the replay from the defensive side.

Heisman Winner

Bill Walsh College Football does have its minor problems, but don't let that stop you from playing it. Electronic Arts has done it again - this cart's in the running for the Heisman! **E**

Bill Walsh College Football by Electronic Arts

Graphics	Sound	Control	Four-Player	Challenge
4.5	4.0	5.0	5.0	Intermodals
\$59.95		Football		
8 megs		4 players		
Available now				

Bill Walsh Talks College Football – on the Screen and on the Field

Few coaches have garnered the laurels that Bill Walsh has. As the head coach of the San Francisco 49ers, Walsh built the dominant pro team of the 1980s and won three Super Bowls. After a stint as an NBC announcer, he returned last year to Stanford University (the school he coached in the mid-1970s) and led the Cardinals to their first bowl victory in years. A master tactician, Walsh is recognized as one of the most intellectual coaches in the game.

Walsh's latest endeavor is Bill Walsh College Football, a new Genesis game by EA Sports. As a contributor to the game's design, he has special insights into its creation. In a recent interview, we asked him about the game, and his coaching career.

GamePro: Why did you decide to work with EA Sports to develop a video game?

Bill Walsh: EA has the most complete and thorough video games. They're top of the line. They continue to be updated and contemporary in what they do, keeping on the cutting edge of the industry. It was really a privilege for me to work with them.

GP: How much input did you have in Bill Walsh College Football?

Walsh: Since I'm in direct contact with all the universities, I provided scouting reports on specific teams and programs for the game. Overall, I was a counselor on the project, offering my opinions as to what would be attractive to gamers.

GP: Do you have a favorite feature in the game?

Walsh: I like the Triple Option, which is totally unique to this game and will be a really interesting play to experiment with.

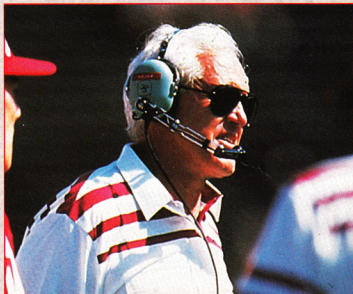
GP: Why don't pro teams use the Triple Option?

Walsh: Real-life pro defensive players are too fast for this play. They can often catch up to a quarterback, and there's an immense size difference between defensive linemen and quarterbacks, creating a real possibility for injury. However, I think if a team were able to use the Triple Option successfully, it would force opponents to change their defensive styles completely.

season somehow, simply because there aren't enough weeks at the end of the year for everyone to be in a true play-off system.

GP: How does your video game reflect your own coaching philosophy?

Walsh: I thrive on the details, the strategies, and the tactics of football, and this game is really suited for that. I strongly believe in planning and preparing, and both of those features are in the game. I believe in knowledge – of your opposition and of yourself – and that's also in the game. This video game is really made-to-order for my style and philosophy."



"I believe in knowledge – of your opposition and of yourself."

GP: In Bill Walsh College Football, college teams compete in a national championship. Do you favor a play-off system or college football's current bowl system?

Walsh: I favor play-offs, but it's awfully hard to do. There are so many Division I schools, and you'd have to eliminate many of the contenders during the regular

GP: At Stanford, do you recruit players to match your coaching philosophy, or do you bend your philosophy to match the talents of your recruits?

Walsh: Because of our academic admissions requirements, we can't always recruit players who fit our style, so we always have to adapt our style to the athletes. Typically,

though, the players do learn our system and master it. Stanford's admissions policies are so tough, we don't get the number of players other schools do, but I think we do a good job of coaching and teaching the ones we do get.

GP: You've said that the most fun you've ever had coaching was your first time at Stanford. How is it the second time around?

Walsh: Even more fun. I'm not looking to move to another level of coaching, so I can just enjoy what I'm doing now. I really appreciate the dedication and talents of our athletes, as well as their intelligence, which sometimes gives us an advantage over our opposition.

GP: How do you see the PAC-10 this year, and where do you think Stanford will finish?

Walsh: I think we'll be very competitive. No one will be able to overlook us, and everyone will have to take us very seriously. The 25 graduating seniors we lost were some of our very best players. We'll be going through a transition period of working in some outstanding freshmen to replace the seniors we've lost. This means that there'll be a difference in maturity and experience on our team. Still, I do see us finishing toward the top. I know we're going to surprise somebody.

GP: What are the main differences between coaching college football and pro football?

Walsh: The college coach must be better organized. A college coach has over 85 players, whereas the pro coach only has 50. In college football, there are time constraints as to when you can meet and practice with your players, so you have to be totally organized. A college coach also has to be alert to differences in maturity. Your entering freshmen will be coached differently from your seniors. At the pro level, you'll work with the same players for maybe ten years to really develop their skills. **G**

NFL Football – Tastes Great, but Less Filling

NFL Football

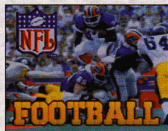
SNES

By Weekend Warrior

At first glance, Konami's NFL Football looks like an exciting, graphic-intensive cart with plenty of bells and whistles, including real NFL teams and logos. However, the awesome-looking graphics quickly become tiresome and actually detract from game play. What starts as a very promising cart ends up as a lesson in frustration. It doesn't matter how great the players look if you can't find the ball!

Great Gridiron Sights & Sounds

NFL Football features some of the best graphics and sounds of any gridiron cart. Its extensive use of Mode 7 rotation gives the SNES a real workout. The programmers spared no expense when it came to details, such as digitized team helmets, cheerleaders, and mini-displays of actual stadiums. As for sound, the music pumps up the action, the announcer's voice is crystal clear, and there are good sonic details throughout.



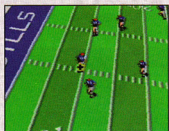
Is it live or is it SNES?

The game's problem is the game screen, which unfortunately is in constant motion, providing no established point of view on the action. For example, kickoffs appear initially with the kicking team at the top of the screen kicking down to the receiving team.

However, as soon as the ball is caught, the entire field rotates 180 degrees, placing the return man at the top of the screen running down to the goal line. You'll get dizzy trying to keep up.



PRO TIP: For an effective onside kick, immediately press Kick as soon as the Kick Strength Meter becomes activated, then press Left or Right on the control pad.



PRO TIP: During kick returns, watch for a wedge of blockers to form in front of the runner. Follow it to gain the most yardage.

Mode 7 also intercepts every passing play. As soon as the QB passes the ball, the entire field rotates 90 degrees, following the ball downfield to the receiver, who then must run down the screen to the goal line. Consequently, it's very easy to lose track of the ball, which is already a blur amid the abundant colors. Moreover, the closer the camera zooms in on the ball carrier after a catch, the harder it is to see the defenders closing in. It would have been better to simply keep the play at one angle.



PRO TIP: Most teams have a weak pass rush. As the QB drops back, focus in on your desired receiver and watch him exclusively as the field rotates.

Only a Rookie

To enter the SNES football arena is to invite comparisons with the resident powerhouse, John Madden Football. Although NFL Football is a well-rounded game with many of the usual features of most football carts, its game play just doesn't stack up. Also, its animation is choppy, the controller interface is clunky, and the playbook isn't as detailed as Madden.



PRO TIP: Your best running path is to follow another player. If there's opposition ahead, he'll run into them for you.

Bench Warmer

NFL Football is fun to look at, but it's not as fun to play. Perhaps some of the special effort put into the graphics should have been applied to refining the game play and the control interface. If John Madden Football weren't on the field, then this cart would have definitely been a starter. However, in light of the current standings, NFL Football is unfortunately just a good-looking second-string rookie. **G**

NFL Football by Konami				
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.0	3.0	3.0
Price unavailable		Football		
8 megs		Two players		
Available now		Passwords		



Super High Impact Delivers a Wicked Hit

Super High Impact Football



By The King Fisher

If you're bored with all those strategy-style football games, get ready to rattle some heads and kick some butt. Super High Impact Football for the SNES has entered the playing field, and it's loaded with high-impact action, starting with the opening kickoff and ending at the final whistle.



PROTIP: The best offensive pass play is called "Flood." If you get blitzed, pass as soon as the ball is blitzed. If you have more time, wait about three seconds, pass the ball, and run for the end zone.



PROTIP: If the opposing team loves to blitz and you need more time, call a play like "Double Blast," which keeps at least one running back in the backfield to pick up blitzers.

It's Up! It's Good!

Super High Impact Football is a one- or two-player game that's a significant improvement over last year's Genesis version. On the SNES, the game offers better graphics, hotter digitized sounds, and, best of all, harder-hitting fun. You play as one of 18 fictitious international teams, ranging from Oakland to Europa. On both



offense and defense, you choose from an extensive and imaginative playbook that offers 28 plays. You can also pick the player you control, which means on defense you might cover a wide receiver on one play and blitz the QB on the next. Players respond quickly to the controls, too, and you can even weave through traffic.

While the main object of the game is to score points and win, you can also put some awesome hits on the opposing team's players. Pads litter the field after a brutal collision. Just be careful, though, because tempers will fly, fights will erupt, and winning a fight for the sake of pride may become just as important as winning the game.



An awesome hit will get you an Awesome rating on the Hit-O-Meter.



PROTIP: To score a Wicked Hit, press R or L to activate Turbo Speed. This enables you to hit a player with greater velocity.

Quality Ball

The graphics in Super High Impact are smooth, sharp, and detailed. The 3/4-overhead perspective delivers a panoramic side view of the action. Player and ball movement, as well as scrolling, are smooth. Colors are sharp, and player detail is very good. You can even see a player holding his knee after he's been nailed, and watch helmets fly after an awesome hit.

The distinct digitized sounds help to add aggressive character to the game. You'll hear crowd noise, the thud of impact, and players taunting you with shouts of "Mama's boy!" The music features upbeat tunes that'll psyche you up for the game.



PROTIP: The defensive play called "Yer Toast" is a good all-around defensive weapon. It's particularly effective if you use your nose tackle to blitz.

Touchdown!

Super High Impact Football is one of the rowdiest football games out there. It's a must for all football fans, although experts will quickly blast through the Ultimate Level. This high-scoring game offers strategy, action, and fun. Most of all, though, it delivers Super High Impact! **G**

Super High Impact Football by Acclaim				
Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	7.0	5.0	Adjustable
\$49.95	Football		ADJ.	
8 megs	Two players			
Available now				

Ice Hockey Heats Up for the Winter Season

By The Locker Room Analyst

Last year was the biggest season ever for video ice hockey games. When the ice shavings cleared, NHLPA Hockey '93 emerged as the champ, claiming *GamePro's* Sports Game of the Year award. This year's hockey recruits should make the ice even cooler!

Brett Hull Laces Up for Accolade

Brett Hull, the St. Louis Blues' superstar right-winger, has joined Accolade's growing stable of sports celebs for Brett Hull Hockey, scheduled for simultaneous SNES and Genesis releases this September. Like its namesake, this cart could become one of the all-time greats.

Possibly inspired by NCAA Basketball (last year's breakthrough sports cart) Brett Hull Hockey features an angled "floating camera" perspective that's heavy on scaling (or zooming). However, unlike NCAA, Brett Hull's view is from off the playing field. The sprites may be somewhat small, but the screen easily accommodates all the players. The visuals use Mode 7 on the SNES and software scaling on the Genesis.



Hull's Mode 7 camera angle scales the rink on the SNES.



The Zamboni's back, and this ice is clean.

The developer, Radical Entertainment, videotaped real skaters, including Hull, and digitized them into short video clips that appear throughout the game. You'll also hear Al Michaels' running play-by-play commentary. We haven't seen (or heard) the Genesis version yet, but the SNES version we previewed featured some of the clearest calls ever heard on a home cart system!



"He crosses the blue line...into the Los Angeles zone...he shoots...he scores!" Al Michaels' play-by-play comes across loud and clear.



Digitized video clips highlight the action.

Hull features real city names, but no real teams or players, aside

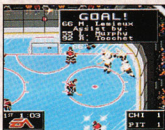
from headliner Hull. Season play, ranging from 11 to 84 games, is available, as are play-offs and an All-Star skills competition.

EA's Hotshot for '94

NHL Hockey '94 is skating into EA Sports' starting position this November for both the SNES and the Genesis. Nope, that isn't a typo, this game indeed is called "NHL," not "NHLPA." For the first time ever in this series' history, you get real NHL teams and real NHLPA players.



Chris Chelios? The Chicago Blackhawks? Must be a double license. If only EA could license the rights to CCM helmets, it'd be a hat trick!



Mario scores on the Genesis.



The Zamboni's back, and this ice is clean.

This one is aptly named, 'cuz in NHL Ninety-FOUR you can play with FOUR players using EA's four-player adapter. You can play any combo of players including two-on-two, three-on-one, even four-on-the-CPU. Other details are hazy, so stay tuned.

Nintendo Sculpts a Contender

Sculptured Software is the world-renowned developer of last year's revolutionary NCAA Basketball, the sports game that redefined the use of Mode 7 on the SNES. Now Nintendo and Sculptured have teamed up to introduce a Mode 7 hockey extravaganza, NHL Stanley Cup. The 360-degree rotational graphics feature a ground-level camera and massive character sprites.



Hit the ice with Nintendo's Mode 7 bonanza, NHL Stanley Cup.

As the title implies, Stanley Cup features real NHL teams and a real Stanley Cup if you win, that is if you consider a digitized photograph "real." Nintendo boasts that its players are rotoscoped, meaning that real players have been filmed, the film has been digitized, and the digital images have been retouched by an artist. This eyeopener will be skating in your face this November. **G**



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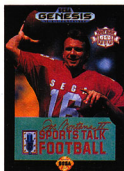
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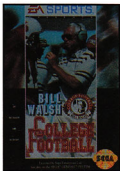
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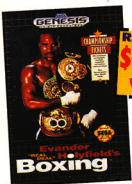


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GAME BOY PRO REVIEW



By Data Carvey

You've seen the movie. You've probably read the book. Now you can take the dinosaur experience with you wherever you go, thanks to Ocean's new Game Boy version of Jurassic Park. Unfortunately, sluggish game play and bland graphics prove that thrilling movies don't always make thrilling hand-held games. A disappointment? You bet your Jurassic.

True or Fossil

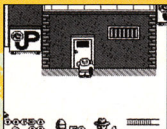
As in the movie, an amusement island called Jurassic Park has been overrun by escaping dinosaur clones, and it's up to Dr. Grant to save the day (and the other people in the park). Unlike the movie, in this ¾-overhead-view shooter Grant is armed and dangerous, a dino-slayer with an itchy trigger finger. He roams the grounds gathering Eggs and blasting the Raptors and other attackosauruses with weapons he picks up along the way. For info, Grant can access various computer terminals for a quick briefing from the film's Mr. DNA character.

Regrettably, the movie's intense action has been lost in the translation. Grant walks

along, he hops past small dinosaurs, he walks some more, he shoots a bit, and oh yeah, he walks around. At the end of the levels, he stares down a big beastie or two. There's an easy raft ride (cut from the movie) in Level 2, but it's not the exciting drama we expect from a Spielberg-inspired dinosaur game.



PROTIP: Don't let Grant wander under the trees. He'll be out of sight and will likely encounter a hidden dino or two.



PROTIP: Once you've searched the grounds of Level 1 for Eggs, go to the two buildings to find more Eggs and the Security Cards that'll open the gates.



PROTIP: You can easily dodge the herd of Triceratops at the end of Level 1. What's hard is keeping young Tim out of the way. Take baby steps to help him keep up.



PROTIP: The hardest Egg to find in Level 2 is the one that's buried inside a dense thicket. Enter the thicket from the top.

PROTIP: Once you have all of Level 2's Eggs, go to the second doorway inside the building for a river full of surprises.



PROTIP: At the end of Level 2, dodge the huge Tyrannosaurus rex. You'll find a huge open field to the left where you can run.



What we want, and what we seldom get in Jurassic Park.

Dino Sore

Considering what a memorable visual experience the movie is, it's surprising how uninspired the graphics and sounds are on the Game Boy. Most of the dinos are tiny, slow-moving, and silent. The overhead perspective can make objects hard to see, but much of the time Grant is marching through an almost empty screen. Let's face it, we go to Jurassic Park to see the big lizards and hear their mighty roars. What we get are tedious searches for Eggs that'll send you searching for eye drops instead. If only you got to spend the game dueling the T. Rex that makes a brief appearance in Level 2!

T. Wrecks

The Jurassic Park title is enough to draw attention, but unfortunately there's got to be more to make this game exciting. Passwords would've helped to skip over the tedious Egg-searching levels. Jurassic Park on the Game Boy is a mildly entertaining place to visit, but you wouldn't want to spend a lot of time there. You'll feel like this game is 65-million years in the playing. **G**

Game Boy Game Profile
Jurassic Park
 (By Ocean)

Tame graphics and tedious searches make this something of a disappointment. What you want (big rampaging monsters) isn't what you get (small, slow-moving dinos).

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	2.5	3.5	3.5	3.5

INT. Intermediate

\$29.95
Available now

Action/Adventure
One player

Lethal Weapon



By Lance Boyle

Ocean's Lethal Weapon for the Game Boy combines strong graphics with fighting excitement to provide plenty of video game thrills.



Riggs and Murtaugh have to cover a lot of ground in Lethal Weapon.

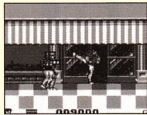
You play as either cop (Riggs or Murtaugh), and you can easily switch back and forth between the two.

When intense close combat looms ahead, Riggs is your man. When you need a shoot-er, call on Murtaugh.

PRO TIP: When your energy meter runs low, give your cop a rest and his energy will recharge.

The game sends you on two long missions. The first takes you from a shopping mall on to the docks against a gang of bank robbers. Mission Two involves a freeway chase and a construction-site shootout. Along the way, you pick up extra weapons, although not all items can be picked up by both characters (only Murtaugh can throw Packing Crates, for instance). Learning to choose the right character adds a strategic dimension.

It also boasts detailed background and good-size sprites. The sound effects include a range of



PRO TIP: Save Ammo by making Riggs use his fists and feet, not his gun, to get out of trouble.

punches and shots. For a hand-held game, there's a lot going on in Lethal Weapon. Lethal Weapon is the weapon of choice for Game Boy owners.

Lethal Weapon by Ocean

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.5	4.0	4.0	Intermediate
Action One player				
\$29.95 Available now				

The Addams Family: Pugsley's Scavenger Hunt



By Scary Larry

The rotund son of Gomez is back in his own side-scrolling, hop 'n' bop adventure. Careful though...this game could make you Lurch. Pugsley's Scavenger Hunt is strictly for patient gamers who dig lengthy Mario-style action without



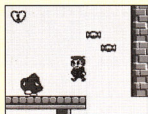
PRO TIP: Check all walls and dead ends for secret passages.

challenging puzzles. You play as Pugsley in this single-player, side-scrolling action game. Your task is to find the rest

of the Addams, who are being held hostage throughout the family mansion.

Basically, you bounce on enemies to eliminate them, and there are plenty to hop on, ranging from a living polar bear rug to nefarious knights to scary skulls. At the end of each room, a boss ghoul guards each family member.

In the seemingly endless mansion rooms, you must ride platforms, turn switches, swim, and walk through walls. At



PRO TIP: You must use some flying enemies as platforms to get in one place to another.

least there are lots of hidden rooms and warp rooms to break up the interior scenery.

The graphics and sounds in this cart aren't Game Boy great, by any means. Pugsley's a big sprite, but the enemies seem a little dull and uninspired, and the backgrounds lack detail. The familiar Addams Family theme is fun, but there are virtually no sound effects. If you like long and fairly complicated Mario-style side-scrollers, then you may want to check out the rooey Addams Mansion.

The Addams Family: Pugsley's Scavenger Hunt by Ocean

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	2.0	3.0	3.5	Intermediate
Action/Adventure Available now One player				
\$29.95 Available now				

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TOM & JERRY

— The Movie



By Rampant Saxon

Those famous cat and mouse antagonists, Tom and Jerry, are chasing each other again in a side-scrolling, one-player Game Gear cart based on their new flick, *Tom and Jerry – The Movie*. You'd better be a Tom and Jerry fanatic, though, if you're going to pick up this game. Great graphic renditions of the characters and playful Tom and Jerry theme music are the most exciting elements in Sega's cartoon creation.

From Rags to Riches

While prowling through the attic, Tom (the cat of this two-some) found a Treasure Map. Before he could start on his treasure hunt, though, Jerry snatched it away and set off to dig for gold. Now Tom must recover his road to riches by chasing Jerry through five stages of action and adventure that start in Tom's house and end in a castle on a deserted island.



PRO TIP: Snag Jerry in the first stage by searching for two short platforms parallel to one another. Pounce from the very right edge of the right platform onto the other platform, and Jerry will spring into your claws.

Cheesy Business

Jerry's not Mighty Mouse, but he can take care of himself. To compensate for his tiny size, he's armed himself heavily. As you chase him, the little guy throws Cherry Bombs and plants Land Mine booby traps. As Tom, you're at a disadvantage, since you only have a Pounce attack, which sucks life away when you use it unsuccessfully.

Jerry is also impervious to obstacles, such as spikes, sweeping brooms, and jumping fish, that stand in Tom's way. If you haven't caught Jerry before the end of a stage, you have the extra burden of trying to get past Jerry's bodyguards before you can move on to the next stage.

Luckily, bonus rounds between each stage enable you to add points to your score and increase your life. You also get

seven continues, though you probably won't need them. Despite all of Jerry's advantages, this game's challenge won't wear down your Game Gear's batteries. Even beginning gamers will be able to whip through this game in one sitting, even on the Hard setting.



PRO TIP: If you're down to half a heart, you won't have enough energy to Pounce, so save your Pounces or you won't be able to catch that perky mouse at the end of the stage.

If you're a true Tom and Jerry fan, you may want to pick up *Tom and Jerry – The Movie*, simply to enjoy its authentic graphics and sound. Even on the tiny Game Gear screen, Tom and Jerry look their cartoon best. Sega included cute Jerry taunts and Tom holding message placards, plus the medium-size sprites run, jump, and walk smoothly. The quick-respond controls also help to make their well-animated movements clean. The low-action game play may not keep you running, but the digitized Tom and Jerry theme songs will at least keep you in a good mood.



PRO TIP: When crossing the sea in Stage 3, don't Pounce from platform to platform. You'll last longer if you wait for the fish to jump, walk into the water, and then pull yourself onto the next platform.



Preocious li'l critter, ain't he?



PRO TIP: To beat Stage 5's Snake Boss, bounce off the third platform, but avoid the skulls.

No Mighty Mouse

Tom and Jerry – The Movie is only for die-hard cat and mouse enthusiasts. Although the graphics and sound might keep you going, the easy game play won't make the game last through nine lives. You'll have more laughs watching the cartoon. **G**

Game Gear Game Profile

Tom and Jerry – The Movie

(By Sega)

Unless you're a member of the Tom and Jerry fan club, you won't purr much while playing this game. Even beginning gamers will find that the lack of challenge and the monotonous side-scrolling game play aren't offset by T & J's well-rendered antics.

Graphics	Sound	Control	Fair/cheat	Challenge

Price unavailable	One player
Available now	Continues
Action/adventure	

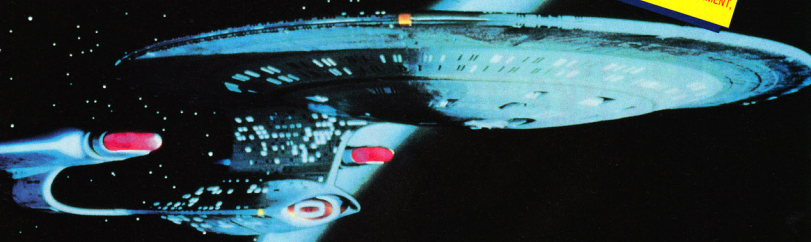
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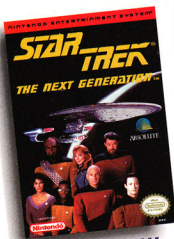
Critically-acclaimed on Game Boy!
(GAMEPRO, June 1993)

Graphics 4.5	Sound 4.0	Control 4.0	FairFactor 4.0	Challenge INT.
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June 1993



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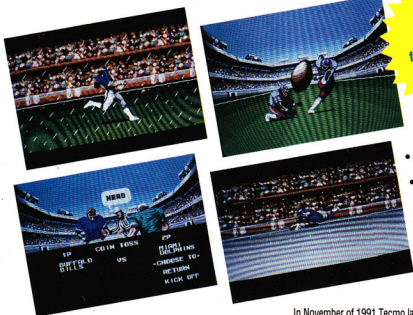
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GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.

Action Accessories



By The Lab Rat

Hardware, hardware, hardware! There are so many innovative peripherals coming out in the months ahead that consumers may have a hard time deciding what to buy. This month, the Lab looks at a very "innovative" work-in-progress, as well as two new multi-player adapters, some great remote-control joypads, and virtual reality goggles.

In Development

Who says that you can't take it with you? **Innovation** has a hand-held system in development that plays NES carts! These are the same game peripheral geniuses who are rebranding the Game Wizard (formerly the Pro Action Replay) for a future U.S. release. Tentatively called **Top Guy**, because the carts slip into the top of the unit, the portable NES unit is 9 1/4 inches wide x 4 1/2 inches high. It'll play 8-bit Nintendo games in color on a small LCD screen (2.25W x 1.6 H inches). Other features include an RF cord to connect your portable NES to a TV, a joy stick connector for two players to share the fun, and built-in Turbo and Reset buttons.



Innovation's Top Guy

Currently, the Top Guy is designed to play Famicom games, but the test unit we played here at the Lab came with a converter (supplied by Innovation) for regular U.S. Nintendo carts. The picture is absolutely gorgeous, with sharp, clear, high-resolution 8-bit graphics. The sound needs work, but Innovation assures us that the entire system is being revamped. The system's name may be changed, so watch this column for updates.

Newsworthy



Victor Maxx's Virtual Reality Stuntmaster

Virtual reality is coming to home systems...almost. Scheduled for a September debut, the **Virtual Reality Stuntmaster** by **Victor Maxx** is a set of virtual reality goggles that plug right into your Genesis or SNES. Victor Maxx claims the glasses will support games designed for Sega's *Virtua VR* glasses, which are due out in December. Like *Virtua VR*, the Stuntmaster goggles will also display existing 16-bit games. Dual LCD screens and built-in stereo speakers mean using the Stuntmaster could be like wearing a TV on your face! Stay tuned for a hands-on...uh, face-on look in our next issue.

Multi-Mania

Two of the best-known software companies in the industry, Hudson Soft and Electronic Arts, have recently introduced plans for multi-player adapters for the SNES and the Genesis.

Hudson's Super Multitap

is a sturdy unit that plugs four controllers into the second controller port of the SNES. With one controller in the first SNES controller port and four in the Multitap, five players can go head-to-head.

There are no five-player games currently in development, but the Multitap will be packaged with Hudson's 16-bit smash, **Super Bomberman**, which supports four players. (Check out the



Super Multitap

Type: Four-player adapter
System: Super NES
Features: This four-player adapter is packaged with *Super Bomberman*. Its sturdy design will make four-player, and eventually five-player, games a blast.
Price: \$69.95
Available: September
Contact: Hudson Soft, 415/871-8895

ProReview of *Super Bomberman* in this issue.) Square Soft's *Secret of Mana* will also support the 'tap, making it the first multi-player RPG for the SNES.

The **Electronic Arts'** four-player adapter, called the **4-Way Play**, is a nifty, compact unit. It has a double-ended plug that fits directly into both controller ports on the Genesis. Once it's in place, you plug in your four Genesis controllers. This unit is so low profile, you'll hardly notice that it's there. There are already two games available to support this adapter, **Bill Walsh College Football** and **General Chaos** (see ProReviews in this issue). Both games offer four-player modes, such as one-on-three, two-on-two, or four against the computer.



4-Way Play

Type: Four-player adapter
System: Genesis
Features: The sleek, economic design of this plug-in adapter is perfect for the always-fashionable Genesis. EA promises more sports multi-player games, including *NHL Hockey*.
Price: \$29.99
Available: August
Contact: Electronic Arts 415/571-7171

Continued on page 114.

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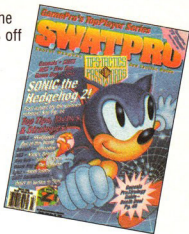
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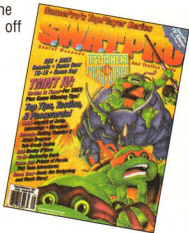
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Jammin' Joysticks

Innovation will soon release the **Super Pad**, a remote control joystick for the Genesis. The Super Pad is a three-button infrared controller that features Turbo for all three action buttons, Slow Motion, and an extremely wide frequency range. *GamePro* Labs found that the pad's signal actually registers from anywhere in a room and even passes through walls! The Super Pad should be a welcome sight to mothers everywhere who look disparagingly on cord clutter and jumbled joysticks. A Super Nintendo version is also on its way.

KBM brings arcade action home. **The Arcadian** is a monstrous, metallic six-button controller for the Genesis. It will be the first Genesis joystick to feature arcade-style quality and control. This solid unit is enormous by Sega standards (12 L x 7 W x 2.75H inches), but its size and weight actually help create reassuring control over joystick movement. This joystick has actually been scaled down from its SNES cousin (the Championship Joystick) to fit more conveniently on your lap or on a tabletop. The stick

movement is smooth and responsive. The large, concave buttons are arcade-quality, and KBM claims that the buttons will "last for ten million actuations," which means you can pound them ten million times before you notice any wear and tear! If you don't believe us, call KBM.

Mouse Trapped



Will the real Solar Gear please stand up?

Last month I got a batch of bad cheese, which made me print the wrong picture next to the description of a great product. I know that the picture of the **Solar Boy** was not a picture of the Solar Gear. My sincerest apologies to **Innovation** and to my readers. Boy, do I feel like a rat! **G**



The Super Pad

Type: Remote control joystick

System: Genesis (also available for the SNES)

Features: This awesome peripheral enables two gamers to play on a single remote unit. The players can stand anywhere in a room and even cross paths. The signal still remains strong.

Price: Genesis \$39.99
Super NES \$44.99
Extra pad \$24.99

Available: Now

Contact: Innovation
800/INNOVAT



The Arcadian

Type: Joystick

System: Genesis

Features: The Arcadian is the Genesis' answer to the Championship Joystick for the SNES. The six-button controller features a heavyweight, metallic design, although the footprint is substantially smaller than its monstrous SNES cousin. The buttons have a responsive, tactile feel.

Price: \$59.95

Available: Now

Contact: KBM
205/880-2008



My buddy

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SMOKIN'...

... after an



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hour or so.

What Firepower! What Destruction!



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Chaos against General Havoc's storm

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action game. Your enemies are tough-



dispatch one of four assault squads

to tenderize them. Charbroil them

with flamethrowers

or get a grip with



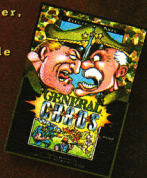
hand-to-hand combat.

Remember,

the only rule

is there are

no rules!



SHORT PROSHOTS

Genesis

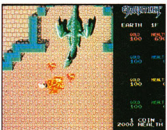
Blades of Vengeance (Electronic Arts)



Grab your whetstone, sharpen your weapon, and prepare to hack your way through seven intense levels of action and adventure in *Blades of Vengeance*. As you fight through the caves and forests of a fantasy world, you'll battle nasty creatures, such as dragons, vampires, and zombies. Choose to play as a warrior, a huntress, or a wizard, each with their own unique weapons and powers.

(Available November)

Gauntlet 4 (Tengen)



At last, *Gauntlet* makes its Genesis debut. Up to four players team up in this sequel to one of the original



arcade and NES hits. *Thor*, *Thyra*, *Merlin*, and *Quester* are all back in this overhead-view challenge that features game play similar to the original. There are tons of mazes, and two modes: the original *Quest Mode* and a new head-to-head *Competition Mode*.

(Available September)

James Pond III: Operation Startfish (Electronic Arts)



Dr. Maybe's trying to hook *James Pond* once again. In this one-player action/adventure sequel to the *James Pond* saga, our hero senses something's fishy when the Doctor tries to monopolize the world's dairy market. Things get pretty cheesy when *Pond*, with a little help from his new sidekick *Finnius Frog*, has to head for the moon to recover the missing dairy products.

(Available Fall '93)

Genesis

Awesome Possum (Tengen)

A cute little forest critter is out to save all his woodland buddies. No it's not the latest adventure for the famous 'hog. Instead, it's the adventures of *Awesome Possum*. In this one-player, side-scrolling adventure, you leap and roll through four areas – the Rainforest, a City Sewer, the Ocean, and a Nuclear Power Plant. The environmental theme includes recycling!

(Available November)



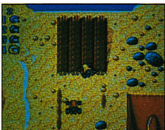
Haunting Starring Polterguy (Electronic Arts)



Guy's got a big problem. His nasty relatives arranged for his early demise in order to steal his inheritance. Now *Guy's* back from the grave seeking revenge as a ghost called *Polterguy*. In this one-player, 3/4-overhead-view, 16-meg cart, you use supernatural powers to "possess" 250 different items to scare your ex-relatives out of your mansion.

(Available September)

Micro Machines (Codemasters)



A European powerhouse, *Codemasters*, brings one of its most popular *Mega Drive* titles to the Genesis. This cart's races are conducted with mini-vehicles on breakfast tables, in bathtubs, and on the bedroom floor. Turbopower, obstacle-ridden courses, and two-player capability rev the challenge.

(Available Winter '93)

SNES

Andre Agassi Tennis (TecMagik)



That flamboyant tennis star, Andre Agassi, stuck his moniker on last year's Genesis tennis cart from TecMagik. Now he's lobbing an SNES version into play. Look for tighter control, more digitized photos of Agassi (including the hair), digitized announcers' voices, and several different modes of game play, including Singles, Doubles, and the high-stakes Skins Match.

(Available December '93)

Dennis the Menace (Ocean of America)



Oh, Mr. Wilson! Dennis is back in a multi-scrolling action/adventure game based on the upcoming movie. Dennis's best buddy Joey and bossy old Margaret have been kidnapped. As he searches for his pals, Dennis makes mischief with water pistols, peashooters, and a repertoire of annoying tricks.

(Available September)

The Lawnmower Man (Storm/THQ)



Storm is a UK software house that's teamed up with THQ for its first U.S. release. Based on the movie that took virtual reality to new dimensions, Lawnmower Man mows through a number of arcade-game play styles, including first-person, 3D-perspective virtual reality-style action.

(Available November)

Mario & Wario (Nintendo)



Mario's alter ego and silly nemesis, Wario, is setting perplexing traps for Mario, Yoshi, and the Princess. Is Mario smart enough to outwit Wario? Sure, but not with a bucket over his head. In this one-player strategy game, you use the SNES mouse to guide Mario's guardian angel, who makes sure that Mario doesn't get into trouble. Since he can't see where he's going

because of that bucket, you have to guide Mario by solving the puzzles in the game's 100 stages (eight worlds).

(Available September)

SimAnt (Maxis)



Here's an ant farm without all the mess. You control an ant colony - building your own nest, growing your colony, searching for food, digging tunnels, and fighting off the invading red ants.

(Available Winter '93)

Super Mario All-Stars (Nintendo)



It's the ultimate sequel: The entire cast and crew from the Mario sagas have been packed into one cart. Mario All-Stars has four, count 'em FOUR, different games: Super Mario Brothers, Super Mario Brothers 2, Super Mario Brothers 3, and Lost Levels. Lost Levels was Super Mario Brothers 2 in Japan, which was never released in the United States! Each of the four games features redrawn 16-bit graphics, including cool new

Genesis

Dominus (ASCII)



If you like to be in charge, grab your SNES mouse and prepare for Dominus, ASCII's long-awaited fantasy war game. As a powerful sorcerer king, you are a skilled warrior, a crafty

weaver of spells, a master builder of weaponry, an artful interrogator, and a cunning general. The one-player game play includes a 3/4-overhead view of the graphic adventure-style action and real-time battles.

(Available First Quarter '94)

background detailing. It'll drive Bowser bonkers!

(Available August)

Yoshi's Safari
(Nintendo)

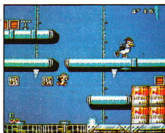


Set your Super Scope sights on Yoshi's Safari. In this shooter you're Mario, riding high on Yoshi's back to rescue the Princess from Bowser. You aim the Super Scope over Yoshi's head and fire at the Koopas and other familiar Mario bad guys who come running and flying at you through 12 levels. This is the first Super Scope title to use Mode 7 graphics, and it shows!

(Available August)

Nintendo

Chip 'N Dale: Rescue Rangers 2
(Capcom)



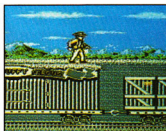
"After you." "No, after you." "Oh, please I insist." Those excruciatingly polite rodents, Chip and his 'monk buddy Dale, are back for a second NES session. In two-player action, the daring duo are up to their cheek pouches in trouble. Fat Cat, the notorious criminal



feline, has stolen a valuable gem. Now the boys must hop 'n' bop through ten levels of play in search of the missing jewels in this multi-scrolling action game.

(Available October)

Indiana Jones and the Last Crusade
(Ubi Soft)



Prepare for six levels of action and adventure in this one-player game starring the whip-cracking Indiana Jones. Based on the movie of the same name, this multi-scrolling cart follows the adventures of Indy as he races the Nazis in a quest for the Holy Grail.

(Available Fall '93)

Game Boy

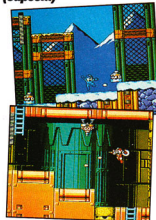
Battle Ping Pong
(American Sammy)



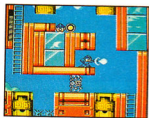
Yup, they can stick anything into a video game. No more

Nintendo

Mega Man 6
(Capcom)



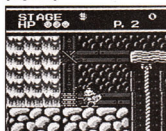
Mega Man's not ready yet to abandon the NES. He's back again in his metal suit, going up against Doc Wily. This time around, the evil Doctor has (surprise, surprise) cooked up a diabolical plot involving a team of nasty



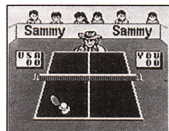
robots that he's created. Sounds like the same old, same old, but there are eight new boss robots. Rush (Mega Man's canine companion) also appears in this cart. Capcom doesn't mess with success, and it looks like they've got another hit on their hands.

(Available October)

DuckTales 2
(Capcom)



Uncle Scrooge is searching for gold again in this pocket-size adventure that's an exact translation of DuckTales 2 for the NES. Scroogie's got to search the world for six missing pieces of an old treasure map that'll



worrying about where to put the Ping Pong table. You'll be able to store it anywhere with this Game Boy cart. One player can battle the CPU, or two players can go head to head in traditional Ping Pong action against computer teams from eight countries. Your range of shots includes slams, hooks, slices, and drop shots.

(Available Fall '93)

lead him to McDuck's lost treasure. In this one-player, multi-scrolling action/adventure game, Scrooge can use three new cane power-up adapters as he races Flintheart Glomgold for the treasure.

(Available October)

Indiana Jones and the Last Crusade

(Ubisoft)

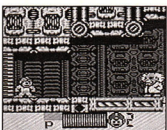
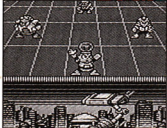


Bored with the drudgery of your daily life? Pull Indiana Jones out of your pocket and whip into action/adventure game play based on the hit movie. Indy's got to save his father and find the Holy Grail before the Nazis do.

(Available Fall '93)

Mega Man 4

(Capcom)



Mega Man is gonna make history with a fourth Game Boy sequel (the tenth Mega Man title in the

overall series). This latest handheld adventure includes some of the best and brightest robots, such as Toad Man, Napalm Man, and Pharaoh Man, all from Mega Man 4 and 5 for the NES. As Mega Man pursues Doc Wily once again, he's joined by Rush (his canine companion), Flip Top (a cybernetic suitcase), and Beat (his robotic attack bird).

(Available November)



Genesis

Bounty Hunter

(Sega)



Bounce into the future as an intergalactic bounty hunter roamin' the galaxy in search of interstellar outlaws. The cart's bundled with the Activator.

(Available December)

Castlevania Bloodlines

(Konami)

Enjoy eight megas of action and horror when the beleaguered Belmont family tries once again to end the curse of the evil Count Dracula.

(Available December)

Fantastic Dizzy

(Codemasters)

Already a popular hero in Europe, the ever-smiling egg-shaped Dizzy faces evil spells, mysterious islands and demanding puzzles in this new adventure.

(Available Winter '93)



Socks the Cat Rocks the House

(Kaneko)

White House kitty, Socks, stars in a new adventure. This eight-meg game will be retitled Socks the Cat Rocks the Hill for a SNES release in January.

(Available November)

ToeJam and Earl 2

(Sega)



The two cool dudes with the outer space attitude are back in a very fresh 16-meg, side-scrolling action/adventure cart. Head to Funkotron, where a bunch of weirdo humans followed TJ and E to their home planet. The boys have to round up the crazy Earthlings and return them to Earth.

(Available December)

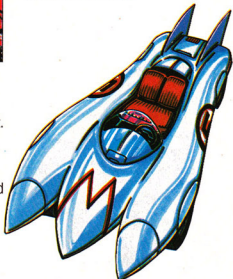
Speed Racer

(Accolade)



Go, Speed Racer, go! Accolade's putting Speed back into the seat of his Mach 5 to race one more time. He'll take on a track full of challengers, including Racer X.

(Available December)



SNES

Battletoads/Double Dragon: The Ultimate Team

(Tradewest)

The Battletoads punch and kick their way past the Dark Queen once again, but this time they're teamed with Billy and Jimmy Lee, the Double Dragons.

(Available December)

Fido Dido

(Kaneko)

Fido Dido comes to the SNES. He's in Never Know Land and must move through nine stages to "coolify" the world.

(Available November)

Genghis Khan II: Clan of the Gray Wolf

(Koei)

Koei's latest RPG takes the Mongol warrior, Genghis Khan, for a romp through Asia. You've got your own Mongol hordes, brutal weapons, and even elephants.

(Available October)

Jungle Book

(Virgin)

Virgin's adaptation of *The Jungle Book* movie looks incredible. Although the game's release has been postponed until '94, it'll be well worth the wait.

(Available March '94)

Soldiers of Fortune

(Spectrum HoloByte)

Soldiers of Fortune offers 16 levels of shoot-em-up action. Arcade warriors can blast it out using 25 weapons and other special tools against bad guys.

(Available Fourth Quarter '93)

Steven Seagal

(TecMagik)



One of the world's most popular movie stars finally brings

his box-office clout and martial arts skills to video games.

(Available Early '94)

Nintendo

Bonk's Adventure

(Hudson Soft)

TTI's biggest star, the Bonkmeister himself, is prepping for a crossover title and his debut on the 8-bit NES.

(Available Winter '93)

Super Buster Brothers

(Hudson Soft)

Get ready to bust some bubbles with those bodacious bad boys, the Buster Brothers, in an NES version of the original SNES and Duo games.

(Available Fourth Quarter '93)

Genesis

Aero the Acro-Bat (Sunsoft)
Brett Hull Hockey (Accolade)
Dashin' Desperadoes (Data East)
High Seas Havoc (Data East)
Landstalker (Sega)
Mortal Kombat (Acclaim)
Puggsy (Psygnosis)
Ranger-X (Sega)
Rocket Knight Adventures (Konami)
Shinobi III: Return of the Ninja Master (Sega)
Super Baseball 2020 (Electronic Arts)
We're Back (Hi Tech Expressions)

Sega CD

Dune I (Virgin)
Lethal Enforcers (Konami)

SNES

Aero the Acro-Bat (Sunsoft)
Alien vs. Predator (Activision)
Battle Blaze (American Sammy)
Battle Cars (Namco)
Daffy Duck: The Marvin Missions (Sunsoft)

Game Boy

Batman: The Animated Series

(Konami)

This latest in the deluge of Batman carts is based on the hit animated television series.

(Available December)

Game Gear

Sylvester and Tweety

(TecMagik)



Thurferin' thuccotash! Sylvester and Tweety are being shrunk to fit on a Game Gear screen. Look for action/adventure game play with animation-quality graphics. The story line? Cat chases bird, of course!

(Available December '93)

Coming in September...

Game Boy

Mortal Kombat (Acclaim)
Runes of Virtue II (FCI)
Tom and Jerry (Hi Tech Expressions)
We're Back (Hi Tech Expressions)

Game Gear

Andre Agassi (TecMagik)
Mortal Kombat (Acclaim)
Tom and Jerry (Sega)
We're Back (Hi Tech Expressions)

Lynx

Gordo 106 (Atari)
Lemmings (Atari)

"Coming in September" represents information available to us at press time. The list is based on information supplied to us by manufacturers as of July 5, 1993. Release dates can change. Please call manufacturers for further information.

This is a curve ball.



This is a changeup.



This is a fastball.



This is a cannon.



Humans and robots actually play side by side. Just be warned, the action is so fast and furious, your control pad might actually melt in your hands.

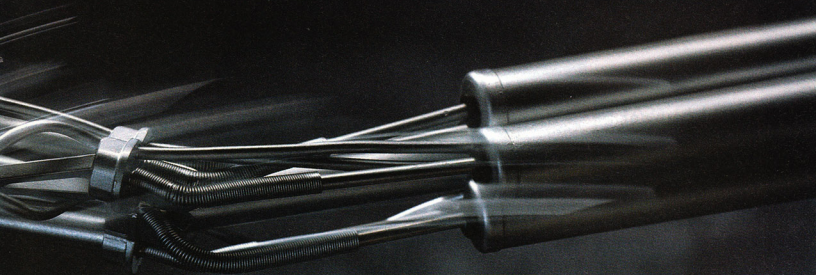


Exploding crackers dot the outfield. Hit one of these babies and, suddenly, you realize the bases aren't the only thing that's loaded.



Some of the coolest 16-meg graphics and digitized sounds ever on the Genesis. You'll definitely know if you're safe. Well, as safe as you can be in Super Baseball 2020.

Konan, pitcher, Battle Heroes: 156 mph fastball.



It's baseball, but it ain't hot dogs and apple pie anymore.

The smash-hit arcade game, Super Baseball 2020 comes to

Genesis. One or two players compete at mind blowing speed.

Just try and keep up with it.



Licensed by SNK Home Entertainment, Inc. for play on the Sega® Genesis™ System. Actual screens from Sega Genesis Version 2020 Super Baseball™ is a trademark of SNK Corporation. Sega and Genesis are trademarks of Sega Enterprises Ltd.

SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Super NES

Cybernator

More Continues



Double your Cybernator continues with only a pad press or two. When the Title Screen appears, highlight the word **Option**, then press and hold Buttons R, L, Up, and Start. Begin a normal game. When you die, you'll discover that your continues have increased to six.

Danny DeLarmo, Madison, WI

Sega CD

Time Gal

Skip a Stage



It's super simple to skip a stage in Time Gal. All you have to do is hit **Start** to pause during any stage, and press **Button C**. You'll instantly zap to the next stage, complete with all of the bonus points you've earned in the last stage.

Manfred Wong, Kaneohe, HI

Game Genie Codes

Super NES

Taz-Mania

Super Codes

No more temper tantrums when you plug in these Game Genie codes:

Advance to the next level after one Kiwi: 6089-319C
Start on Act 3, Level 1: 4A36-1140 and 7D36-1110 and D63F-15C0

Super NES

Spider-Man and the X-Men: Arcade's Revenge

Hero Buildup



Max up your heroes in the Gambit Stage of this tough game. In Spider-Man/X-Men, you snag an extra life each time you grab 100 Stars. The easiest way to build up Stars in the Gambit Stage is to proceed through the stage until you reach the fourth Green Globe. Stand just to the left of the Green Globe and leap over it, right off the screen. Try to land in the same spot that you jumped from, without touching the Globe. If you manage to land in the correct spot, you'll get a ton of Stars. Quickly repeat this procedure over and over, and you should be able to build up about ten lives before you're nailed by the giant wheel. If you repeat the entire procedure again and again, you can build up 99 lives.

Taylor Bird, Dallas, TX

NES

Yoshi's Cookie

Round Select



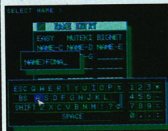
The cookie won't crumble as easily when you use this round-select code to reach Rounds 11-99. Go to the Option Screen, and set the **Music to Off** and the **speed to High**. Choose **Round 10**, then hold **Up** on your control pad and press **Select**. Round 10 will change to Round 11. To choose any other round, press **Select**, or **Left** and **Right** on your control pad. Surprise!

Now when you play, you won't be sorting cookies. Instead, you'll be sorting the enemies from the Super Mario games!

Shaun Stehman, Royers Ford, PA

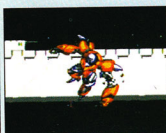
Black Hole Assault

Japanese Level Select



ビジュアルデバッグモード

オープニングA
 オープニングC
 中間ビジュアルB
 2面クリア後ビジュアル
 6面クリア後ビジュアル
 エンディング



Slip in these codes to take a quick peek at some different scenes in Black Hole Assault. Go to the Name Entry Screen and enter the name FOMA. Then, go to Operation BHA and choose the name FOMA. An Option Screen will appear in Japanese. Choose one of the options and different levels from the game will appear. The further down the list you choose, the further into the game you'll see. The final entry shows the end of the game.

James Behanna, Painesville, OH

Risky Woods

Take No Risks



Game Boy

Kid Dracula

Passwords

Bite into these Kid Dracula passwords:

Level 2:	5613
Level 3:	3272
Level 4:	7283
Level 5:	5346
Level 6:	7225
Level 7:	5539
Level 8:	7158

Harry Artinian, Oradell, NJ

Genesis



Game Genie Codes

Jump way ahead in Risky Woods with this trio of Game Genie codes: Master Code (Must be entered): RHST-26WY Start on Stage 12: 2T8A-JAGJ and AA8A-JA8G Clock never runs down: AVLT-0A2W

Cybernator

Grab the Napalm Gun



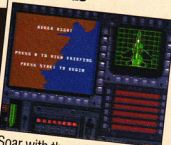
To grab a super Cybernator weapon called the Napalm Gun, play through the first level with-out shooting or punching anything. Your score has to be zero when you reach the end of the level. Destroy the power unit at the end of the level, but don't damage the gun turrets on either side of it. If you've done this correctly, your score will be 2800. When the game begins again, check your weapons and you'll discover that you have a new weapon - the Napalm Gun. Enjoy, but remember that you'll lose this cool gun when you die.

George Jones, Salem, OR

Super NES

Super Strike Eagle

Passwords



Soar with these Strike Eagle passwords:

Mission #2	Libya Day:	4H6F8392
Mission #3	Libya Night:	4GBF8757
Mission #4	Gulf War Day:	7F6G4262
Mission #5	Gulf War Night:	09BD42F4
Mission #6	Cuba Day:	F06D8609
Mission #7	Cuba Night:	D0BG83FG
Mission #8	Korea Day:	67654475
Mission #9	Korea Night:	4HB705FG

Dominic Celis, Staten Island, NY

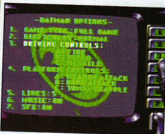
SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Sega CD

Batman Returns

Level Select



Journey through Gotham City with this level-select code. Go to the Option Screen. When the Game Type Screen appears, choose Driving. Press and hold Left on the control pad and press B. Move the cursor down to Difficulty, press and hold Left again, then press Button B. Repeat this for each selection on the Options Screen. Then repeat this procedure back up the option list until you reach Game Type. If you've performed



the trick correctly, you'll hear a ringing sound, and you'll be able to alter any option on the screen. After you've chosen your options, press Start to begin your game. When the game begins, press Start again to pause, then press Button C. The game will zap to the next level. Repeat this procedure until you've reached the level of your choice.

**Dennis Bonomini,
Woodbridge, IL**

Sega CD

Sol-Feace

Stage Select



To reach any stage in Sol-Feace the easy way, press A, B, C, A, B, C, B, C, B, and A at the Title Screen. If you've performed the trick correctly, you'll hear a beep. Press Start to reach the

Configuration Mode. Under Exit, the words "Start and Mode" should appear. Select Start to choose any stage, and Mode to access the Mode Select. You can also skip a stage during play. If you're in the middle of a stage, simply press and hold Button C, then press Button B. Continue to hold B and C, then press Button A. You'll skip straight to the next stage.

John Mossburg, Chesnee, SC

Genesis

Hit the Ice Passwords



Hit the Ice as the Sky Blues with these Championship passwords:

Vs. the Blues: 1QQ3
Vs. the Pinks: 2A13
Vs. the Yellows: 2R93
Vs. the Purples: 3AH3
Vs. the Greens: 3RQ3
Vs. the Grays in the Championships: 4B13

Justin Cooper, Trenton, MI

Genesis

The Flintstones Level Select



Send Fred anywhere in Bedrock with this level-select code. When the Title Screen appears, simultaneously press Buttons A, B, C, and Left. Continue to hold these buttons, then press Start. Use the directional pad to choose any of the six levels in the game.

Raymond Razak, Jamaica, NY

Genesis

Ex-Mutants Special Options Code



Here's an ex-celent code that gives the Mutants a bunch of special options. When the game begins, go to the Options Screen. Set the Music to "05" and the Sound FX to "21." Move the cursor to Exit, then simultaneously press Buttons A, B, C, and Start. If you've performed the trick correctly, Shannon will say "Too Easy." The Cheater Mode Menu will appear. You can then pick one of the different options, including a stage select, maximum lives, or unlimited weapons.

Brent Walker, Bennington, VT



Game Boy

Blaster Master Boy

Stage Select

Blast to any stage in Blaster Master Boy with this easy trick. When the title screen appears, choose Continue. Press and hold Button A, then press Start. When the Stage Select Screen appears, use your directional pad to choose any stage.

Jamie Cogburn, Amherst, MA

Genesis

Jordan vs. Bird:
Super One-on-One

Extra Time



When you're playing Jordan vs. Bird in the One-on-One Mode, press Start to pause the game when the time hits 00.00 at the end of the fourth period. Then, call a Time Out. If you time this correctly, the game will continue with 36 more minutes! Repeat the trick when the time runs out again, and you'll continue with 100 more minutes. Remember that you can't press Start when you're holding the ball.

Mitch McKee, Boston, MA

Pro Action
Replay Codes

Super NES

Firepower 2000

Powered-Up Codes

Here are Pro Action Replay codes that give you infinite lives and powered-up weapons for Firepower 2000:

Jeep

Infinite Lives: 7E60-9A63
#7 Bullets: 7E60-D607
#7 Flamethrower: 7E60-DA07
#7 Plasma: 7E60-DE07
#7 Laser: 7E60-E207
#7 Ionic: 7E60-E607
#7 Super Weapon: 7E60-DF07

Helicopter

Infinite Lives: 7E60-9C63
#7 Bullets: 7E60-D807
#7 Flamethrower: 7E60-D807
#7 Plasma: 7E60-DC07
#7 Laser: 7E60-E407
#7 Ionic: 7E60-E870
#7 Super Weapon: 7E60-E807

Genesis

T2: The Arcade Game
Level Select

You'll be back any time you like when you choose any level in T2: The Arcade Game. When the Title Screen appears, press Up, Down, Left, Right, Up, Down, Left, and Right. If you've done the trick correctly, you'll hear the word "Excellent." When you begin play, simply press Start to pause the game, then simultaneously press Buttons B and C to skip the stage. You can use this trick to skip to the stage of your choice.

Benjamin James, Tulsa, OK

Pro Action
Replay Codes

Super NES

Super Castlevania IV

Super Codes



Plug in these Pro Action Replay codes and you'll be virtually invincible in Super Castlevania IV:

Infinite Hit Points: 7E13-5410
Infinite Lives: 7E00-7C99
Infinite Hearts
for Weapons: 7E13-F214

John Compton, Toronto, Canada

Super NES

Aerobiz

Sound Test

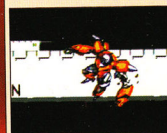


To check out Aerobiz's sounds, simply wait until the New Game/Continue Screen appears and press Select. The Sound Test Screen will appear. Press Up or Down on your control pad to change the sound selections, then press A to play the sound. Finally, press B to return to your game.

Joshua Born, San Francisco, CA

Super NES

Brawl Brothers

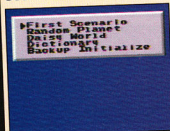
Japanese Brawl
Brothers

The Japanese version of Brawl Brothers is hidden inside the U.S. cart. To access it, wait until the white Jaleco screen appears, then quickly press Buttons B, A, X, and Y repeatedly. If you've done the trick correctly, you'll hear a strange noise and a black-and-white screen will appear. Press Start and another strange screen will appear. When this screen appears, press Down three times on your control pad, and then press Start. When the Option Screen appears, it will have the Japanese title in the background. Choose the type of game you want and then begin play, Japanese style.

Rory Ritter, Chicago, IL

SimEarth

Scenario Select



Use this SimEarth code to begin with any of the eight world-building scenarios. When the Title Screen appears, press Start to go to the Main Menu. Choose Scenario, but don't press Start. Press and hold



Buttons L, R, and Y, and then press Button A. When the Stage Select Screen appears, choose any scenario and press Start to begin play.

Ryan Davenport, W. Hartford, CT

Super NES

Batman Returns

Nine Lives



Batman's in business with this trick that gives him nine lives. Go to the game's Option Screen. Then, on Controller Two, press Up, Up, Down, Down, Left, Right, Left, Right, B, and A. If you've performed the trick correctly, you'll hear a musical sound. Go to the Lives Option, and give yourself nine lives.

Ramzi Nuseibeh, Aurora, IN

Game Genie Codes

Super NES

Street Fighter II
Rebounding Fireballs

Here's a Game Genie code for your Super Nintendo that makes weird stuff happen in Street Fighter II. When both fighters face in the same direction, their fireballs will ricochet. Each of the fighters also pulls funny faces, plus they'll try to slide instead of walk. The code is: 97A6-0767

The code to give Ryu electric fireballs is: 4536-D46D
Michael Dang, San Francisco, CA

Genesis

Flashback

Passwords



Take on any level and any difficulty in Flashback with this complete set of codes:

Easy:

Level 1: PIXEL
Level 2: BETSY
Level 3: PANCHE
Level 4: STUDIO
Level 5: TOHO
Level 6: AKANE
Level 7: INCBIN

Normal:

Level 1: FALCON
Level 2: DATA
Level 3: MILORD
Level 4: QUICKEY
Level 5: BIJOU
Level 6: BUBBLE
Level 7: CLIP

Expert:

Level 1: CLIO
Level 2: ACRTC
Level 3: BLUB
Level 4: STUN
Level 5: MIMOLO
Level 6: HECTOR
Level 7: KALIMA
Ending Code: CYGNUS

Genesis

Tyrants

Passwords



4th Epoch/176 Men: YLGBUMQZKNI
5th Epoch/172 Men: IHUBUGQULTB
6th Epoch/160 Men: COCAKLDWEBX
7th Epoch/159 Men: EBWROLJUNJ
8th Epoch/163 Men: QPIAXODAHHM
9th Epoch/143 Men: ZBLDRNIHGTY
Mother of All Battles: CFPDVMRBYST

Herb Courier, Central Point, OR

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GAMEBUSTERS

Street Fighter II



By Slasher Quan

Special Thanks to Eric Suzuki of Capcom USA!

Just like the original SF II, the Turbo edition has a ton of different endings waiting for you at the end of the road, er, street. The cart's much tougher to beat, but it's well worth it when you see all the cool art that Capcom added! Here's what you have to look forward to when you finally put M. Bison in his place.

Level 1-3



Nope, no difference here. You're just gonna have to be a man (or woman) about this and try a harder setting!

Level 4 or Higher



Turbo



Beat the cart on Level 4 or higher, and you'll get the familiar personalized ending sequence. The text is the same, but notice that Capcom redrew the art to match the arcade game. If you win with a

boss, you'll see the all-new endings, straight from the coin-op!

Level 4 or Higher (Turbo)



There's an extra surprise in Turbo Mode – a cool platform graphic!

Level 7 or Higher



The names behind the game reveal themselves when the credits roll on the harder settings. Notice that several of the names have changed from the original SF II. Wonder if Capcom of Japan had a staff reshuffle? Also, you'll observe that all the World Warriors (including the bosses) fight in the background. Their moves

change depending on the mode you've selected (Turbo or Normal).

Level 8 (No Continues Lost)



If you can beat Level 8 in either mode without losing any continues, you'll get an all-new credits sequence. It's the same as the CE arcade game's ending, except the digitized programmers' faces are missing.

Level 8 (No Rounds Lost)

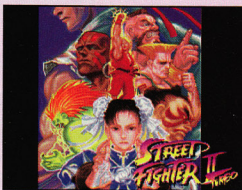
THIS IS THE ULTIMATE CHALLENGE! If you beat Level 8 in either mode without losing a single round, you'll get a special reward. We won't ruin it here...good luck!

Level 8 (Normal)



If you beat Normal Mode (Champion Edition) on Level 8, you get a digitized CE illustration depicting Ryu and M. Bison.

Level 8 (Turbo)



If you can beat Turbo Mode on its hardest setting, you'll see the Turbo box art from Japan, which has been digitized into the game.

YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS!

Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!



**NEXT STOP...
BART'S NIGHTMARE**



**BARTMAN TO
THE RESCUE**



**EVER- DANGEROUS
MOMTHRA**



**IT'S SMILING
JOE FISSION**



**TEMPLE OF MAGGIE
MAYHEM**



**ITCHY AND
SCRATCHY HIJINX**



**READY... AIM...
PLUNGER!**



WHY YOU LITTLE...



**GREAT BALLS
OF FIRE!**



**FLYING
EDGE**

**SEGA
GENESIS**

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GASP!
ALSO LOOK FOR
BART VS. THE WORLD
ON GAME GEAR!

MATT
GREENING

IBM to Manufacture Atari's Jaguar

64-Bit System to Debut in October

The company that started it all now has the backing of "Big Blue" for its next offering in the \$5 billion video game sweepstakes. **Atari Corp.** contracted with the personal computer industry giant, **International Business Machines Corp. (IBM)**, to manufacture, package, and distribute its forthcoming **Jaguar**, a 64-bit multimedia entertainment system that is set to test market in New York this October at a \$200 suggested retail price. The 30-month contract is valued at \$500 million.

Prior to the IBM deal, all Atari products were assembled in Asia. IBM's Charlotte, North Carolina, manufacturing facility will handle the job, a first for IBM to manufacture products for a company other than itself. According to IBM director of manufacturing Herbert L. Watkins, "Everyone expects IBM to manufacture complex information technology

products, and with the Jaguar, we'll show that we can competitively build a sophisticated consumer product."

In a related story, Atari has announced another key partnership with **Time Warner, Inc.** Time, the world's largest media and entertainment company, will make its library of video clips available to Atari and its licensees for Jaguar game development.

The Jaguar is a 64-bit RISC-based system that features 24-bit graphics, a custom audio chip, and other heavy-duty capabilities, like texture-mapping. The initial software offerings, called MegaCarts, will include **Battlezone 2000**, **Tempest 2000**, **Cybermorph**, **Alien vs. Predator**, and **Jaguar Formula One Racing**. The system will include one game and a 10-key Power Pad controller. Accessories, such as a CD player (reported to also be \$200), will be sold separately.

New NES, Sega Systems on their Way

The newly configured **Sega Genesis** and **Sega CD** are slated for a midsummer release. The CD unit will be priced at \$229, which is a reduction of \$70. The Sega CD must still be purchased separately from the Genesis.

The new **NES Basic**, another redesigned home system, will retail for \$49.95 (the same price as a Game Boy!), and is slated for a fall '93 release. The system comes with one controller and no games.

Capcom Prices SF II Home Carts at \$70, Readies "Super" Arcade Game

The new Street Fighter IIs are gonna take a shot at your wallet, but the blow won't be as deadly as originally thought. **SF II Turbo** (SNES version available now) and **SF II Special**

Champion Edition (Genesis version available in September) will both retail for \$69.95, which is \$5 less than the street price of the original SF II when it was released in July '92.

In a related story, reliable sources tell us that the new SF arcade game (working title, **Super Street Fighter II**) could be arriving in the arcades as soon as this October. The main attractions are four new characters, dubbed Fay Ron, T. Hawk, Dee Jay, and Cammy. Other possible features include new moves for all 12 original World Warriors, all-new background graphics, and Q-Sound.

The Sega Channel Tunes In

If you're a video gamer and a cable TV subscriber who's desperately seeking the **Sega Channel**, your wait may be over. Even as you read this, Sega's firing up its Channel in 12 test-market cities around the U.S. Plans call for the Sega

IBM's Charlotte, NC, facility will manufacture the Jaguar.

Channel, a joint operation with **Time Warner Entertainment and Tele-Communications, Inc.**, to go nationwide by January '94.

The testing phase began in August and will run through November. The initial test sites include Hoover, AL; Canyon Country, CA; Sunnyvale, CA; Litchfield, CT; East Lansing, MI; Salem, NJ; Buffalo, NY; Portland, OR; Kingsport, TN; Reston, VA; Charleston, WV; and Cheyenne, WY.

Subscribers will be able to choose from a selection of popular games, special versions of soon-to-be-released games, tips, video game news, contests, and Sega promotions (of course). The game menu will include sections of educational games and special interactive games for children and their parents. The Channel's content will be revamped every month.

Sega isn't stopping at the U. S. borders, either. Look for overseas news when the system launches.

Apple's Interactive TV

Apple Computer, Inc., has announced that it's planning to market **EZTV**, an interactive television service that will offer consumers such services as statistics during sports broadcasts, guided real-estate tours, and the ability to program your own regular TV lineup. Apple is considering a price of \$500, with availability scheduled for late '94. Industry analysts are quick to point out, however, that Apple has yet to announce any alliances with cable operators, phone companies, or on-line interactive service companies.

Sega Sports Tours Amusement Parks

As part of **Sports Illustrated** magazine's **Sports Festival**,

Sega plans to tour seven **Six Flags** theme parks around the country this summer and fall. More than 24 games will be displayed, including **NFL Football '94 Starring Joe Montana, World Series Baseball, NBA Action '94, and Greatest Heavyweights**.

In addition to playing the hottest Sega Sports games, parkgoers will test their skills at various real-life sports contests. Players will kick field goals, shoot free throws, pitch baseballs, and slap-shoot hockey pucks. Famous local celebrities will also attend. For more information, call Sega's game-counseling line at 415/591-7529.



Sega Sports "coasts" your way this summer and fall as part of **Sports Illustrated's Sports Festival**.

Fanzine Editors Form National Gaming Club

Following the recent dissolution of the **NAEGE (National Association of Electronic Gaming Enthusiasts)**, three leading fanzine editors have formed a new club to promote the interests of video game fans across the country. The **G.E.A. (Gaming Enthusiasts of America)** is led by Chris Johnston (editor of *Paradox*), Andy Saito (editor of *Totally Super NES*), and Nathan Hauke (editor of *The Video Game Revolution*).

According to its constitution, G.E.A. hopes to "unite electronic gaming enthusiasts, and to foster and promote the appreciation, knowledge, and enjoyment of electronic games," including cartridges, CDs, and PC games. In addition to the newsletter, plans call for a convention to be held at the Battletech Center in Chicago to coincide with next year's Summer Consumer Electronics Show, which is also held in Chicago. For more information, contact Eric Longdin, 19 Vermont St., Methuen, MA, 01844. Membership costs \$10 per year and is payable to G.E.A.

More Hollywood Connections

The movie capital continues to expand into the world of electronic games. Now **Crystal Dynamics** has announced that it will also be lurching in Hollywood soon. The Silicon Valley-based entertainment software company has just hired a top studio exec, **Twentieth Century Fox's** CPO, Strauss Zelnick, to become its new president. Zelnick plans to bring his film expertise to 3DO games, and eventually onto the 32-bit platforms.

At Deadline

Acclaim has put a chokehold on wrestling games with its new long-term agreement with **Titan Sports, Inc.**, makers of World Wrestling Federation games. Thanks to this alliance, Acclaim has two more wrestling games coming out to form a formidable tag team with its successful wrestling line: **King of the Ring** and **Super Wrestlemania**, one of Acclaim's first Sega CD products.

Core Design.

British makers of **Chuck Rock**, **Jaguar**, and **Wolfchild**, is jumping across the pond. U.S. powerhouse **Tengen** has just signed an exclusive deal to market and distribute Core Design games in North and South America. **Chuck Rock II** for the Game Gear should be the first Core Design release in the states, followed by **Bubba and Stix** for the Genesis and Sega CD in early '94. (This is a correction to our Overseas Prospects report, August '93).

Revell-Monogram.

The world's leading manufacturer of plastic model kits, is ready to release **Power Modelers**, a line of new kits that combine model building with video games. With this \$70 CD-ROM software, players construct, paint, and race an accurate 3D image of exotic European race cars. The packaging also includes a plastic 1:24-scale model of the car. Two other lines of models for PCs, **Backroad Racers** and **Hi-Tech Aircraft**, are ultimately headed for the Sega CD by early '94.



Build and race the car of your dreams with **Power Modelers**.

Speaking of cars, look who else is motoring into the video game arena: **The Ford Motor Company**, which announced this summer that it will produce games. What does this mean? Racing a Taurus against an Escort? Oh boy.



If you build it, they'll do the research: **Konami**, makers of such famous games as Teenage Mutant Ninja Turtles, Tiny Toon Adventures, and Castlevania, is building a research and development facility in Illinois. The company already has one such facility in Kobe, Japan, and its planning yet another R & D building in Tokyo.



Other Japanese companies making a stake in U.S. development efforts include **Sega of America** and **Square Soft**. Sega has established an entire development group (primarily concentrating on multimedia Sega CD games and a new 32-bit system), and Square Soft recently announced the formation of a U.S. development team that will create a new series of games to complement the RPGs being produced in Japan.



Bill White, former director of marketing and corporate communications at **Nintendo of America**, has joined **Sega of America** as vice-president of marketing. White was the man behind the Nintendo World Championships and the *Super Mario Bros.* movie during his six-year tenure at NOA.



Good luck to **Andy Eddy**, who has left his position as executive editor of **Video Games & Computer Entertainment** magazine. Mike Davila has been promoted to fill the post, and Chris Gore has signed on as the new editor-in-chief.



Camericia (of *Genie* fame) was absent from the Summer Consumer Electronics Show, and appears to have closed down its video game business in North America. **Code Masters**, developer of

all of Camericia's carts, will be publishing its software independently and has expanded to the U.S.



There is no validity to the rumor that **NEC** was considering a decrease in financial support for **TTI**. According to Terry Tang, Public Relations Supervisor for TTI, "NEC has never been anything but fully supportive of TTI. NEC has always been, and will continue to be, behind us 100%."



The recent **Video-Mania Contest** has produced the following winners: Grand Prize - Thye Schuyler; First Prize - Sheri Eden, Shane Vraa, Tracey Field, Yvonne Nuntery; Second Prize - Robert McNabb, John Larmor, Christopher Hoffman, T. Toby Obrien, Deon Ayre-Smith, David Canrago, Tony Bartlett, Russell Petty, Marcus Goodiron, Jason Laramie.



You've heard of games that cross over between systems. How about characters who cross over between games? Not the obvious examples, such as Spider-Man joining the X-Men, or the Battletoads teaming up with the Double Dragons, but something more subtle. We've noticed a sly cross-title reference: **Interplay** has juiced its new SNES racer, **Rock 'N Roll Racing**, with a surprise driver late in the game, a **Lost Viking** takes the wheel. Similarly, **Takara** is rumored to have added a surprise for anyone who beats the new **Art of Fighting** game on the SNES - a fighter from the company's own **Fatal Fury** as a final combatant. Will we see LucasArts' Indiana Jones cracking the whip on Darth Vader sometime soon? Readers, have you found any other hidden characters? Write us with your discoveries.

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VIDEO**

Top 10 Video Game Rentals

Nintendo NES

1. Kirby's Adventure
2. Tiny Toon Adventures 2: Trouble in Wackyland
3. Jurassic Park
4. Battletoads Double Dragon: The Ultimate Team
5. DuckTales 2
6. Tecmo NBA Basketball
7. Yoshi's Cookie
8. Mario is Missing
9. Incredible Crash Dummies
10. Bases Loaded 4

Super Nintendo

1. Street Fighter II Turbo
2. Super Blam Dunk
3. WWF Royal Rumble
4. Bubby in: Claws Encounters of the Furred Kind
5. Taz-Mania
6. Kawasaki Caribbean Challenge
7. Yoshi's Cookie
8. Lost Vikings
9. Fatal Fury
10. Bulls vs. Blazers and the NBA Playoffs

Sega Genesis


1. X-Men
2. Cool Spot
3. Mutant League Football
4. Bubby in: Claws Encounters of the Furred Kind
5. R.B.I. Baseball '93
6. Blaster Master 2
7. Road Rash II
8. Flashback
9. Bulls vs. Blazers and the NBA Playoffs
10. Fatal Fury



This information was provided exclusively to **GamePro** courtesy of Blockbuster Video.

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thing as a
one-man team."

-MICHAEL JORDAN

(Of course, this was in no way meant to be an endorsement
for our new 4-Way Play™ adapter coming next month. )



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- #41 (Dec. '92) Streetfighter II Strategy Guide Insert, Part 4
- #42 (Jan. '93) StreetFighter II Turbo Strategy Guide, Battletoads Pull Out Section
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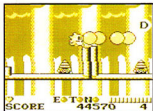
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STD
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Screen shots shown are from the Super NES version of the game.

The Addams Family™

The name of the game



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